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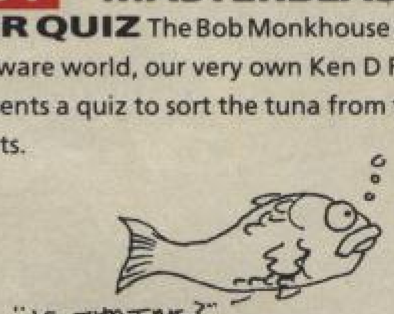
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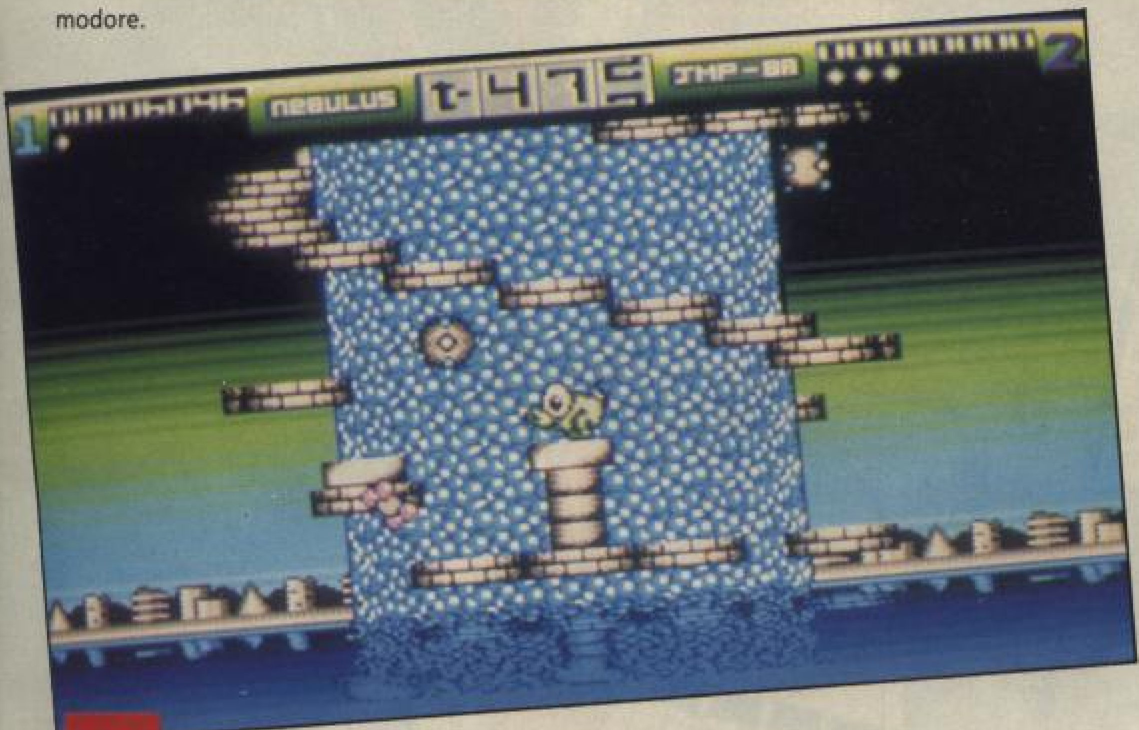
CONTENTS





REAL CRACKERS





COMPETITIONS WRAPPED IN SWADDLING CLOTHES



EDITORIAL ***47 Gravel Hill, Ludlow, Shropshire SY8 1QS*** ☎ **0584 5851/2/3** **Editor:** Gordon 'fat git' Houghton **Assistant Editor:** Kati 'hatstand' Hamza **Software Co-ordinator:** Paul 'why aye, man' Glancey **Staff Writers and Removal Men:** Matthew 's***e' Evans, Lloyd 'paper bag' Mangram **Editorial Assistant:** Vivienne Vickress **Contributing Writers:** Mel Croucher, Jason Gold, Philippa Irving, Martin Walker **Photography:** Cameron 'chapatti' Pound, Michael Parkinson **PRODUCTION** ***1/2 King Street, Ludlow, Shropshire SY8 1AQ*** ☎ **0584 5851/2/3** **Art Director:** Markie 'Darkie' Kendrick **Assistant Art Director:** Wayne 'legs' Allen **Design/Layout:** Melvyn Fisher Jr (who is?), Yvonne 'Iron Fist' Priest **Reprographics/Film Planning:** Matthew Uffindell, Ian Chubb, Robert Millichamp, Tim and Rob 'the flowerpot mob', Jenny Reddard **Publisher:** Geoff Grimes **Production Manager:** Jonathan 'Rob!' Rignall **Editorial Director:** Roger Kean **Group Advertisement Director:** Roger Bennett **Advertisement Manager:** Neil Dyson **Advertisement Assistants:** Andrew Smales, Sarah Chapman **Assistant:** Jackie Morris ☎0584 4603 **0584 5852 MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS** Denise Roberts *PO Box 10, Ludlow, Shropshire, SY8 1DB* Typeset by the **Tortoise Shell Press**, *Ludlow*. Colour origination by **Scan Studios**, *Wallace Road, London N1*. Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG**, *Tavistock Road, West Drayton, Middlesex.*

COMPETITION RULES The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of ZZAP!. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Vivien Vickress a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions.

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Average monthly sales for the period
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COVER DESIGN & ILLUSTRATION BY OLIVER FREY

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FIND THE FISH





▲ Fish lovers everywhere will sympathise with Ken as he tries to flee the grasp of an underwater assassin



▲ This is a photo of *(delete where appropriate)*:
1) An imbecile who shouldn't have been let in
2) A baboon
3) God

▼ Would *you* trust this man to deliver *your* children?



Christmas has come early this year – advertising won't be so hot next month so this is THE BIG ONE for 1988. We hope you like it (cue diabolical laughter).

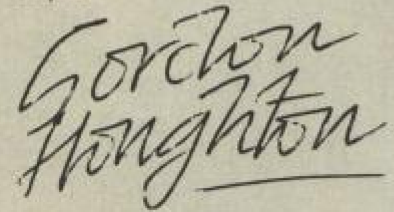
Meanwhile, put your big fleshy fins together, if you will, for the last of the additions to our staff. No less a celebrity than the famous Ken D. Fish has agreed to make occasional contributions to these greasy and stain-smudged pages. 'Just who is Ken the Fish?' I hear you ask. Well, if you turn to pages 176 or 191, you'll find out soon enough. He's going to become something of a regular on the Results page, and he may take on one or two other projects if the workload gets too heavy for the rest of us.

Other news this month is that we've been moved right to the top of ZZAP! Towers. We can now see perfectly over rows of ancient Ludlovian houses to the fields and cows beyond. In fact, on a clear day from my window I can just about see the bridge under which Chuck Vomit lives. At the same time pigs are flying over the man in the moon and sprinkling him with faery dust.

If you look at the *Hopper Copper* review on page 48, you may notice that the Overall rating has been missed out. Due to the wonders of modern technology, we can now insert this here for your delectation – a cut-out-and-paste version of ZZAP! Here goes . . . uuugh! uuurrrgh! nyyyhghaah! . . .

OVERALL 30%
Budding policemen (and everyone else) steer clear.

That's better. Anyway, that's just about it for this moon cycle. Keep your eyes peeled for those 7 Sizzlers and 2 Gold Medals – we've had a brilliant time reviewing this month, I can tell you: *Nebulus* and *Bombuzal* are just fantastic! What more can I say? – as you can see from the Contents, we've got 228 pages packed with features, competitions, regulars and more games than we've ever reviewed before! See you next month: we'll be a bit thinner but just as stupid.



Gordon Houghton



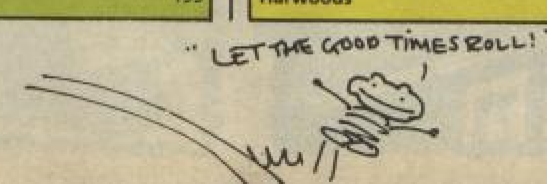
▲ Yes, readers, here he is! The one, the only, the office photographic-type man, Caaaaameron Pound. Give us a smile next time, will you Cam?



▲ Yes, it's one of *those* pictures again. In their own small-minded way, the ZZAP! team attempt to wish you all a Merry Christmas. If only it wasn't November.

GAMES REVIEWED

ADVERTISERS INDEX

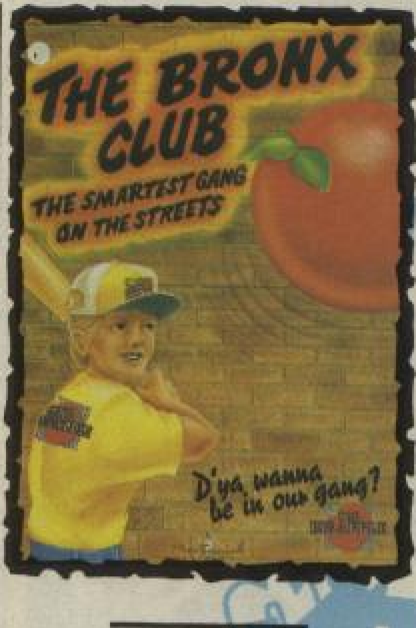


the WORD

BIG BRONX BILLY BAG OF FUN

Right, listen 'ere you lot. This is the very first news piece in this festive month, so you'd better pay attention, OK? Here goes:

Those extremely nice people at The Big Apple – a fab 'n' triff new company who we told you about, oooh, AGES ago now – have got this li'l ol' cute character called *Bronx Billy*. Clear so far? Good. The brill thing about him is that, when you join his gang ('The Bronx Billy Club') you get your very own membership pack, including a card and membership no., the opportunity of saving tokens for gifts 'n' goodies from a catalogue, a badge and free entry to newsletter comps. Loads more indescribably wonderful things await which are too wonderful to be adequately described by mere staff writers and editors.



Oh – if ya wanna knaw tha address to join, this is it: send an 8"x10" s.a.e. to *Bronx Billy, c/o The Bronx Club, PO Box 910, London, N11 17J*. Aw-right?

MUNCHING LOTS OF PEOPLE AND NOT MINDING

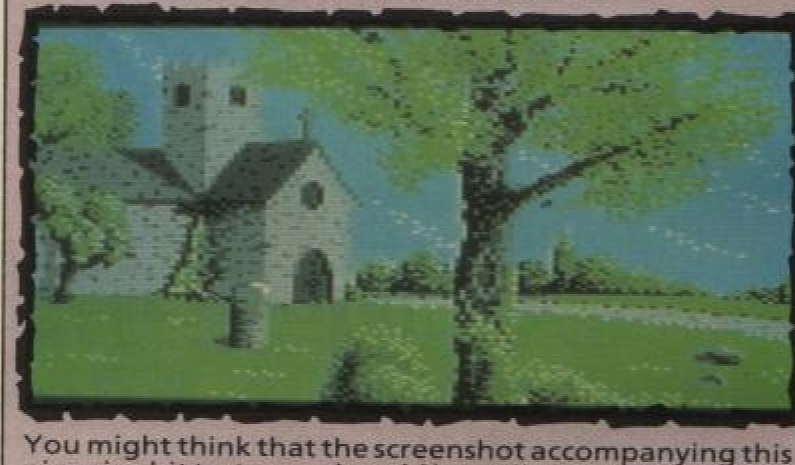
. . . This is more like it! Much more fun being a nasty 'orrible Chewits monster, wandering around eating innocent citizens. By the way, in case you're interested at this point, there's a Chewits comp on page 163, so there!

Meanwhile, back in the city menaced by big teeth and great smelly lizard-feet, is the game based on this maligned creature: *The Muncher* from Gremlin Graphics. He's a pretty heartless beast, tearing down towns and terrorising tiny tots, but at the heart of it all he's very much a misunderstood monster. I mean, if you're favourite food was humans and your favourite pastime was demolishing skyscraper, what would you do? Come on, what? I'm sorry, but it just had to be said.

All Friends of Innocent Rampaging Monsters (FIRM) should check out the game this very month!



A-CRUSADIN' WE WILL GO



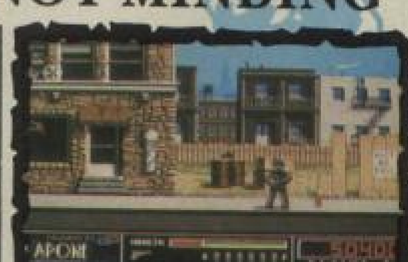
You might think that the screenshot accompanying this piece is a bit tasty – and you'd be right: it was very tasty.

But that's beside the point – if you've already read the Amiga previews, you may know that *Iron Lord* from Ubi Soft stars you as an ex-Crusader come home to find his homeland ravaged *a lot*. You must then prove your birthright through arm-wrestling, archery and sword-play in a world whose attitudes are about as medieval as dwarf-fondling. We'll tell you something, though – the preview version that we saw looked *a bit good*.



GUNNING DOWN LOTS OF PEOPLE AND NOT MINDING





. . . is a very sick way of behaving – so why convert this kind of behaviour to a computer? Oh well, one of the great mysteries in this nasty old world of ours. If you're into the simulation of that kind of thing, two games from Actionware (sounds like a make of leather gear . . .) will be just the ticket and fit the bill nicely. *P.O.W.* involves gunning down lots of people and not minding and *Capone* is, well, more or less the same thing.

And that's all there is to it – so if you're expecting something fine and dandy and hunky dory with lots of candy and a wonderful story, forget it.

OUR TYPE OF AFTERBURNER

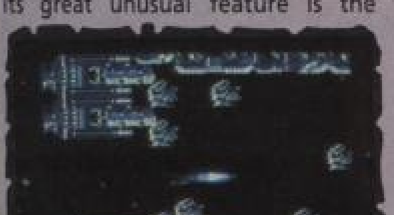
Yes, it's witty title time again (well, *we* thought it was witty, and if you didn't you can just go and stick your head down the toilet!) as we introduce those two mega coin-op conversions from Electric Dreams and Activision: *R-Type* and *Afterburner*. Hoorah!



Yes, it's witty title time again (well, *we* thought it was witty, and if you didn't you can just go and stick your head down the toilet!) as we introduce those two mega coin-op conversions from Electric Dreams and Activision: *R-Type* and *Afterburner*. Hoorah!



Oh, you wanna know more, huh? Well, we'll tell you then. *R-Type*, for the two of you out there who don't know (are you, by any chance, related?) is one of them right-to-left scrollers with fab and triff graphics; its great unusual feature is the



acquisition of a remote probe that's really hard and really useful. Prices? Well, you'll pay £9.99 on ye olde cassettes and £14.99 on ye newe diskes.

Meanwhile, back in the land of supersonic jet machines, *Afterburner* (frrrom Activision) places you in the COCKpit (sorry about that typing error) of a quite fast plane. Zooming along over loads of different landscapes (all in glorious 3D) you're objective is to . . . well . . . fly around and blow seven shades of fairy dust out of other quite fast planes. All in all, the arcade machine was, well, quite fast. Can the conversion live up to it? Will Captain Cheese Save The World from the evil Dr Deep-pan? Why are you asking us – wait for the full review!

ALTERNATIVE PAT

Further to the wowee! zoom! news that Alternative are the (in their own words) 'No. 1 software house in the open market' (eh?) comes word of one of their Christmas releases: the ever-cuddly postie with the large and curiously shaped nose, accompanied by his *noir et blanc* feline accoutrement. In other words, one of Gordon's favourite TV heroes is about to hit your monitors with the force of something hitting your monitor with great force. Will it be a pat on the back? or a cow pat? More news as and when.



MUNSTER LOVING FUN AGAIN AGAIN



Let's get this right, shall we. I don't want to find myself explaining Again Again again. What do you mean you're confused – we haven't even started yet.

Look, to make it easier we'll go from the beginning again. Again Again is a new full-price label, sister to the Alternative Software budget range. It kicks off for the first time (and not again at all because Again Again haven't released anything yet though they probably will again) with a game based on everyone's favourite family of Vampires. You've guessed it – The Munsters. Eddie, Granpa, Lilly and Herman are about to star in the only arcade game which deals with the goings-on in a totally normal, sane and absolutely healthy family. And that's it really. Oh yeah, the prices: £9.99 C64, £24.99 Amiga.



GREAT STEAMING BARBARIANS!

Well, it just goes to show, doesn't it: news has just reached us that the Gold Medal winning *Barbarian II* went straight in at number one in the Gallup and Microdealer charts. Didn't we tell you it was good?

Anyway, further to this info is the brilliant news that the game is to be converted to the Amiga – a version of which is already underway. Drool over those graphics! Hack and slay those monsters! Pay lots of money to Gordon and not care! Watch this very magazine for a review sooooon! (cue barbarian-like laughter).



BIG 64 BUNDLES

Two bouncy new 64 promotion packs are going to be available this Christmas – but then, if you've got a 64 already, you won't want to know that, will you? OK then, smarty pants, wander off and make a cup of coffee whilst we tell prospective owners what they want to know.

The Hollywood Pack (£149) will feature ten Ocean and Domark games from the big and little screens, whilst the *Family Entertainment Pack* (cringe!) boasts more of a musical tilt – and it's also £50 more expensive at £199. Will the 64 survive for another year or will it be a big flop? The buying public will decide . . .

THALAMUS ON THE AMIGA!

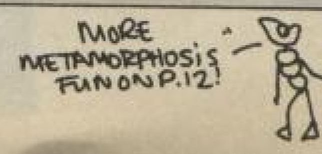
Us lot down here have come to the flabbergastingly amazing conclusion that Thalamus have produced some excellent games. Absolutely, yes siree, no doubt about it they certainly have. But, and this is a big BUT (see), none of them have been available on 16-bit before.

Now, as an extra-special treat (and just in time for Christmas as well) those nice guys from Southampton have announced that all their incredibly brilliant, blockbusting titles should soon be available for the Amiga. Wow! That includes *Sanxion* (93%, Issue 19) the everso challenging horizontally scrolling shoot 'em up; *Quedex* (92%, Issue 31) a game that Paul's not very good at; *Hunter's Moon* (92%, Issue 34) a shoot 'em up that Gordon *is* very good at; *Hawkeye* (Gold Medal, Issue 41); and ZZAP!'s favourite shoot 'em up to date, Gold Medal winner last month, the absolutely amazing *Armalyte*. And if that doesn't get you drooling, nothing at all, not even a troughful of turkey with cranberry sauce, will.



ECTO AND ENDO MORPH Part One!





STAMPING ON BUGS



And nasty things they are, too – we stamp on them all the time, never mind all this liberal wishy-washy putting the bugs out of the window, dear.

Anyway, those ever-so-cuddly cuties at Telecomsoft (again) are about to release the Amiga version (to you, sir, £24.99) of a bug-bashing, grub-grinding, beetle-cracking game which, from the versions we've seen, looks a little bit brill. So does *Weird Dreams* – which we saw at the PC Show – but that's another story, for which we have no screenshot. Sorry, but that's life, isn't it?

SOFTWARE CIRCUS



Whoopee! Time to break your piggy-banks, raid the bottom of your stocking, beg, steal or borrow because the circus has come to town.

And there won't be a smelly cage, death-defying trapeze artist or tiger-trainer in sight. Look, we didn't mean a proper circus with a big top, a man in a peculiar hat and all the rest of that stuff, what we meant was a shop called Software Circus. It's just opened in Oxford Street in London, see, and is going to sell vast amounts of leisure and business software. Not that the boss, Steve Markham is content to stop there. In fact, he wants to set up a whole string of shops all round the country within the next few years. Didn't know that, did you? . . . somebody throttle the smart alec at the back.

HIGH FLYING JAPES

Let's get the price out of the way first: £14.95 cassette, £19.95 disk. What are we talking about? Why, Stanley, I thought you'd never ask!

Digital integration, purrrveyors of such prrristine prrroducts as *Tomahawk*, are about to release yer average combat sim based on the F16 fighter. Called (guess what?) *F16 Combat Pilot*, it will feature loadsa scrambling, desperate dogfights and tank busting. Fab, eh?

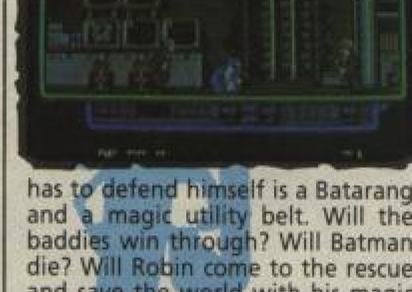


WIDE UNDERPANTS

Yes folks, it's time for the superhero underpants joke again. So who's the lucky guy this time – Superman, Captain America, Spiderman, Captain Marvel?

Nope, it's the man with the inimitable sidekick and the swishy silky cape himself – none other than . . . Batman, a dude who gets ready for action so fast that he only has time to wear his underpants outside his keks. Ho ho. DC Comic's famous crime-fighter returns in a totally new *Batman* game from Ocean.

This time it consists of a main core program from which a series of stories are loaded separately. Those everso nasty guys, Joker and Penguin are determined to wipe our hip and froody hero off the face of Gotham City's underworld and all Batman



has to defend himself is a Batarang and a magic utility belt. Will the baddies win through? Will Batman die? Will Robin come to the rescue and save the world with his magic sidekick's utility belt? These and other crucial questions will be answered er . . . well, when the game comes out. It'll cost you though: £9.95 and £14.99 on the 64 and £24.95 on the Amiga. Holy baloney!



WIN TICKETS FOR THE ALTON TOWERS CHRISTMAS SHOW!! (WOOOOH!)

That very nice man, Mr Leslie Bunder from Audiogenic, ('he's a very nice man') ('a very very nice man') is offering three free pairs of tickets to the Alton Towers Christmas show to you lucky lucky ZZAP! readers.

What do you have to do? Well, it's like this. Flip back to page 101 of last issue's ZZAP! and you'll see the *Helter Skelter* review for the Amiga. A fab game if ever there was such a thing.

Anyway, what Audiogenic want you to do is to design a *Helter Skelter* screen, using most of the game elements – and the best three screen designs will reward their bijou artist-ettes with these ace tickets. Get them in quickly to the usual address, because the show closes on 23rd of December – and if you miss that, you'll be missing out on such exciting things as a trip to Santa and his Elves. Oh well . . .



Audiogenic!

KING OF THE WILD . . ER . .

Billed as 'the definitive science fantasy', Telecomsoft's Amiga *Frontier* sets you in 'a space opera in the classic tradition of Asimov and Heinlein, colossal in its breadth and scale'. Hold on – I think it's about time we stopped quoting directly from their brochure, don't you?

That's better. Anyway, it's one of those 'entire solar system' (oops!) games, where pirate craft roam the void between planets, moons and space stations and where you've got to carve out your own destiny in the usual manner (ie blast, maim or trade). It's yer usual seething, bustling universe – and universes like that don't come cheap: £24.99 and available in December.



PALACE PIRATES AMIGA SEUCKERS



As predicted by our resident paper straw himself (PG), Palace will be releasing the Amiga version of their *Shoot 'Em Up Construction Kit* pretty damn soon. So soon, in fact, that we've even managed to steal . . . I mean, borrow, some screenshots for you.

For anyone who can't tell the difference between them and a pterodactyl called Herman, they're pictures of two different editors. One lets you design your sprite and the other allows you to join a series of sprite frames together for animation in your game. Is this hot stuff or is this hot stuff?

Er . . . other developments at Palace surround a certain *Cosmic Pirate* – a dead complicated sort of game with loads 'n' loadsaoptions (urgh!). Apparently to get anywhere as a gangster in the 21st century and convince the arch criminal organisation, The Council, that you're any good, you have to pretty good at what you do. As a result you have a go on a lots of simulators to build up your skill. The one pictured on this page is known as the *Disasteroids* and is supposed to build up your shooting accuracy. Hmm . . .

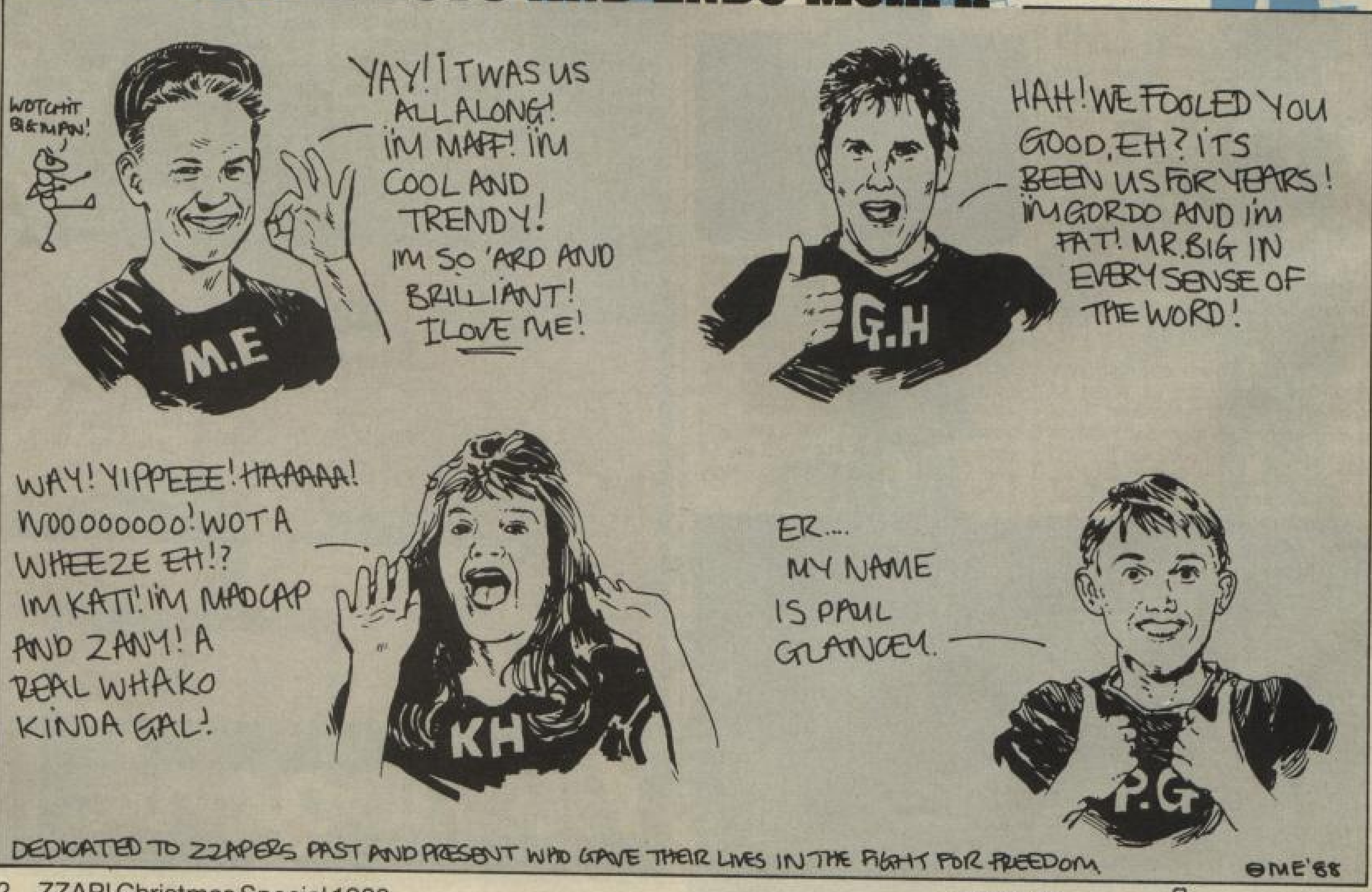
A BLOB CALLED PUFFY

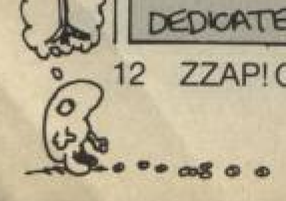
Coming soon to a monitor (that's the screen, not the lizard) near you is the Amiga version of *Puffy's Saga* from Ubi Soft. It's hailed as an arcade style strategy game with addictive gameplay and two irresistable characters: Puffy (a boy-blob) and Puffyn (a girl-blob). Trapped in a *Gauntlet*-style world you face numerous enemies in an attempt to escape, including a cluster of really big dragons with pointy teeth. The demo we saw was quite cute but . . . well . . . you'll just have to wait for our review.

CHICKENS!

You're going on a journey through sight and sound. Well, alright, you're not really – but you're going to be told about the new Superior Software game called . . . wait for it . . . *By Fair Means or Foul*. Fowl! Geddit? Oh well, suit yourself. Anyway, dis is one o' dem boxin' sims, know what I mean, 'Arry – but it's a bit different. For a start, you can cheat (but only if the ref's not looking!) by head-butting, groin punching, kicking and other such nasty and nefarious tricks. If you're into that kind of thing, check it out for £9.95 or £11.95 (oooh, isn't *that* a low price for a disk).

ECTO AND ENDO MORPH Part Two





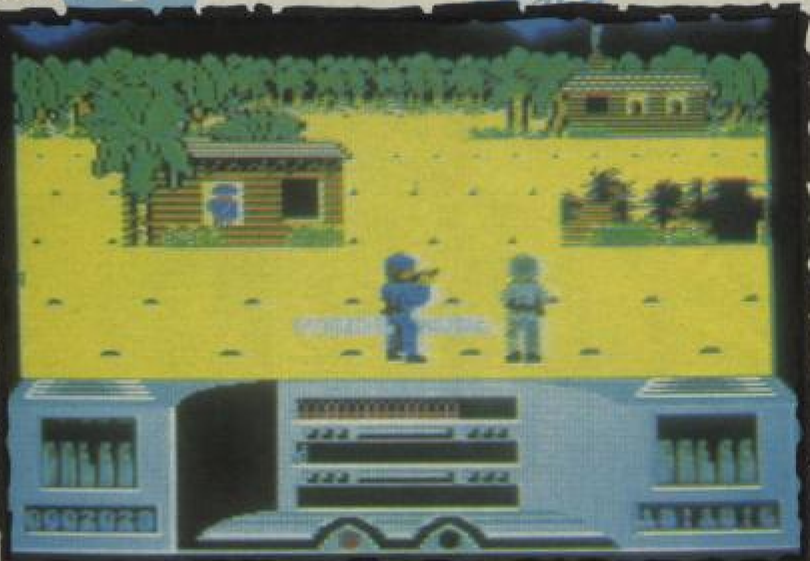


MR GREMLIN THE BUTCHER

Well, if you'll just bear with us a minute and stop glancing elsewhere on this page (you really should get your eyes seen to, you know), we'll tell you about two nu gnus from Gremlin.

If you've ever fancied taking on the might of the Vietnamese army in a motorised dinghy, those cuddly folk from Brummyland have just the game for you. Called *Butcher Hill*, it features three basic scenarios: the river, the jungle and the village. The basic objective for each, however, is dead simple: avoid traps, kill enemies. It all looks rather nice, doesn't it?

The second game in this bijou preview-ette is *Artura*, a cool and froody game which catapults you back in time to a world where chivalry is THE code of conduct. You are Artura, son of Pendragon, and you've got to rescue Nimue from the clutches of your half-sister, Morgause. Yep, we're talking fifth-century Anglo-Franco Arthurian legend, here. Standing in the way of your quest are such friendly creatures as giant rats, spiders, soldiers and ghouls – so you'd better take along your plastic reinforced deodorised kecks.







THE ZZAP! MEGA-TAPE 3

Loading and playing *Thunderblade*
OBVIOUS BIT: Put ye olde cassettee in ye cassettee decke and presse ye keies *RUN/STOP*. Ye program shulde begynne too loade.

NOT SO OBVIOUS BIT: It's really quite simple. In the Sega arcade version and US Gold's *conversion* there are three sections to *Thunderblade*, all of which require a lot of blasting of enemies: there's the overhead scrolly bit and the overhead 3D bit and the head-on 3D bit. The objective is so simple, even a child which hasn't yet been born could understand them. ***BLAST! MAIM! KILL! EAT! ROAST ALIVE!*** And when you've calmed down a bit, play the game.

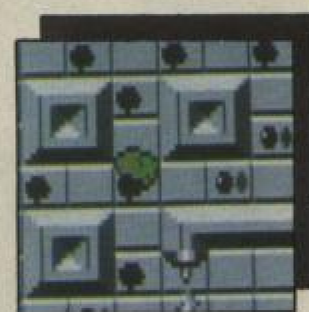
That's it, really: the rest you'll have to find out for yourself (cue diabolical laughter).

Loading and playing *Mad Mix*
OBVIOUS BIT: Place ye othere syde of ye cassettee in ye decke and repeate as ye dyde byfore. I'm going to have to stop taking these 'Turn yourself into a medieval person' pills, aren't I? Oh well, back to editing a magazine . . .

NOT SO OBVIOUS BIT: See the review on page 23! Hahahahaha! Ze basic objective is to eat pills, shoot nasties and generally have a good time. As you can see from that review, we didn't think this game was too hot – but the demo's free, so what are you complaining about? Huh! Some people just *aren't* satisfied with a free playable preview of *Thunderblade* – they just *have* to have a gallon of ice cream and waitress service to go with it. I don't know – what's the world coming to?

Enough of this banter, I've got to go and write my editorial. Load up and enjoy the rich fruits of US Gold's ample loins.





THUNDERBLADE
MAD MIX



THE ZZAP! MEGA-TAPE 3

ZZAP! MEGATAPE 3

Hello, mum. OK, that's the introductions over with, now down to business. This month's cassette features (as if you didn't know already) *Thunderblade* and *Mad Mix*. That's it: probably one of the most popular arcade game conversions this year and a free playable demo of the Pepsi game itself on the other side. That's it really. Load it up and check it out.

"MEGAWHEE!"

FIVE FIST-FULLS OF

ROY OF THE ROVERS

NEWSFLASH! Four of the Melchester Rovers five-a- side football team have been kidnapped... hours before a crucial fund-raising game to save their ground from grasping property developers. Time is running out and player-manager Roy Race MUST rescue his team-mates, dodging danger, escaping ambushes and boobytraps in order to play the most important game of his career!

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk

GARY LINEKER'S HOT SHOT

The most realistic football game ever produced for your computer. Play in a full-scale eleven-a-side football game complete with sliding tackles, throw ins, corners, goal kicks, fouls and even the dreaded referee with his red card.
With all these features to watch out for will you have what it takes to match the shooting skills of England's top striker in Gary Lineker's Hot Shot.

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
AMIGA £19.99 disk IBM PC £19.99 disk

SUPERSPORTS

As varied and as bizarre a collection of unique sporting events as you are ever likely to find. Have you got a good enough eye to be a 'crac shot'; the nerve to attempt the 'devil dive'; the strength to 'smash slates'; the accurac to shoot the 'cross bow'; an finally (and unbelievably!) triumph over an 'underwat assault course'. Up to four players can compete in th outrageous challenge!



Screen shots from various formats.



SPORTING POWER
CBM 64/128
£9.99 cassette
£14.99 disk
AMSTRAD
£9.99 cassette
£14.99 disk
SPECTRUM
£7.99 cassette
£12.99 disk
GARY LINEKER'S SUPERSKILLS
Hot on the heels of the hugely successful Superstar Soccer comes Superskills, again endorsed by England's star striker. To command a permanent place in the national team means dedication – dedication towards hard work and training. The national coach has designed an extensive training programme which will improve your fitness, ball control, sharpness and accuracy. Can you prove yourself to be both physically and mentally agile and alert?
CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
ULTIMATE GOLF
The ultimate golf simulation for your computer. See how different shots affect the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golf player. A must for all enthusiasts who've tried their hand at computer golf but never met a challenge as testing and enthralling as Ultimate Golf.
CBM 64/128 £9.99 cassette £14.99 disk
ATARI ST £19.99 disk
IBM PC £19.99 disk
AMIGA £19.99 disk
Gary Linekers SUPERSKILLS
ULTIMATE Golf
GREMLIN
use 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423.



CAPTAIN BLOOD

Infogrames, £9.95 cassette, £14.95 disk

Bob Morlok was a struggling computer game programmer who worked under the pseudonym 'Blood'. Work and ideas were very scarce, meaning that pay-cheques were very few and far between, until one day he met an author named Charles Darwin. After a short conversation in a bar, Darwin convinced Blood that alien races were monitoring earth's computer games and wished to invade and take over before the games had learnt enough to repel any attacks. Before Morlok had any chance to get any further explanations from him, Darwin hurriedly left, leaving Morlok to ponder the relevance of their discussion.



▲ Hmmm . . . I really fancy a Galaxy (– Ed)



Four days after, Morlok had an idea. He would program an exact simulation of the situation in order to try and discover a solution to the problem. After weeks of coding and data testing, the program was ready to be run.

Suddenly, as Morlok tentatively typed in the command, he vanished.

Moments later he found himself sitting in a padded command chair, wrapped up like a mummy.



I suppose it's the concept of this that grabs me – but I think it's pretty good! Of course you can't have the speed of the 16-bit machines – either vector graphically or in terms of disk-access – but this has certainly managed to capture the flavour of its big brother versions. The language problems don't bother me much – just look on it as an alien environment where translation is never perfect (it also adds a puzzle-solving element) and you're into the atmosphere of the game. But be careful, Captain Blood **is an acquired taste – and I'd definitely recommend you try the cassette version before you buy, because I don't hold out much hope for the loading system.**



When I saw this on the ST, I didn't think that it would work at all on the 8-bit machines, but I must admit to being rather surprised at how well it has actually travelled across. It's not quite up to the standard of the 16-bit version, but you can't really expect it to be, can you? There is a fair amount of data pulled from disk, so I can see tape users feeling fairly crippled by this. I did find some bits quite boring, however, and got quite frustrated when one alien kept saying 'GO PLANET = FREE BRAIN SPIRIT'. What the hell is that supposed to mean? It could be a strange French to English translation, I suppose, but it's hardly helpful. Despite the fact that the programmers have made quite a good conversion, the game still isn't that great.

A searing pain cut through his brain as he changed from an initial computer creation to a super-intelligent being. At that moment he recognised that he had become his own game character. He had become *Captain Blood.*

Noticing an attack pattern on his scanner, he used the hyperspace to escape. However, this caused 30 clones of himself to be created and scattered over the galaxy. The creation of these clones sapped vital fluids from Blood's body . . . Guess what? These clones must be found . . .

You take the part of Blood after he has found 25 clones: five more have to be reached before he dies. You must search the galaxy and talk to the inhabitants of various planets to find clues to the whereabouts of the remaining clones. Some aliens may be helpful, some may be hostile, but you should be able to discover which is which by use of a set of icons which may be used to interpret most alien languages. But choose your words carefully, or the search for the clones may become . . . immaterial!



NOTE: DISK VERSION ONLY REVIEWED. WE WILL REVIEW THE TAPE VERSION IF (BIG IF) WE GET SENT A COPY



I think the actual concept of Captain Blood **is excellent, but it's not that well executed on the 64. The palet graphics are nice, as you sit there rotating in space, but some of the graphics are rather blocky and the animation is a bit jerky at times. The sound and music aren't too great either with a disastrous title track rendition of Jean Michel Jarre's** Ethnicolor I**. Another problem is the loading. I noticed a lot of disk access going on when I played, and loading data from disk rather than progressive levels is going to cause havoc when the game is put on tape. The best thing about** Captain Blood **is that it is available on 16-bit, which makes for a faster and more enjoyable experience.**

▼ You should see the vector graphics move! You should – because they're not all that fast



PRESENTATION 68%
A novel communication system, but a poor loading method.

GRAPHICS 70%
The 3D sections are nippy enough and the ship interior is quite nice, but it does look a bit drab.

SOUND 31%
Poor effects and an abysmal JM Jarre working on the title screen.

HOOKABILITY 52%
It's *really* hard to get into.

LASTABILITY 79%
If you manage to get into it, it will take you a while to search out all the clones.

OVERALL 77%
Not a bad game at all, considering, but it could have been better.

ZZAP! TEST

BOMBUZAL

Imageworks, £9.99 cassette, £12.99 disk

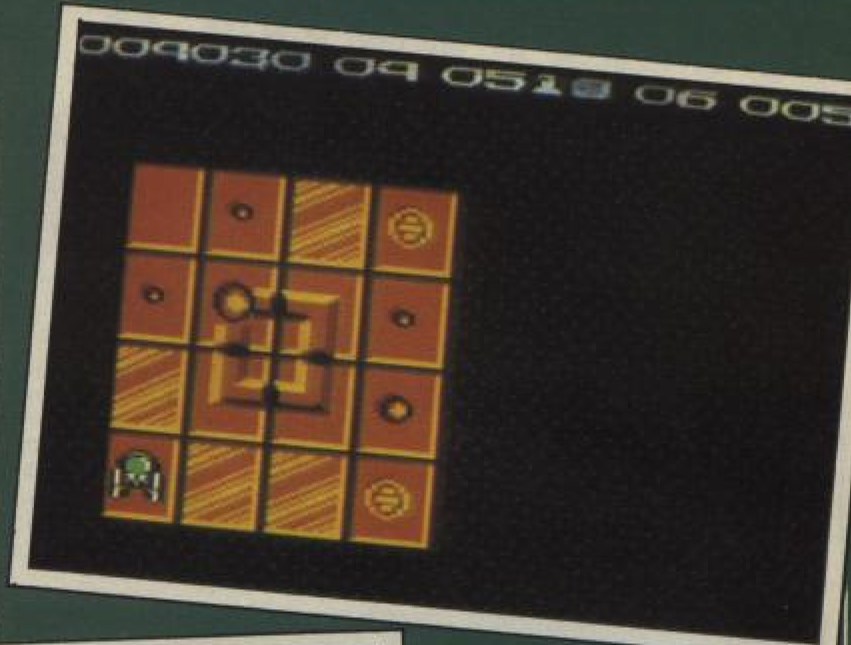
●Superb 'n' cute puzzling action in Crowther's latest game



I know a few round people (*Yeah? Like who, Maff? – Ed*). Oh, yes indeedy I do. But they don't live on platforms and they don't carry bombs. So . . . well . . . I don't know why I said that in the first place. Oh, yes I do!

Bombuzal is round. Well round-*ish*. But he lives on platforms and carries bombs. He also sets them off. That's his job you see, setting off bombs. Let me explain further . . .

Bombuzal lives in a strange land in another dimension. A land of platforms and bombs. The inhabitants of this strange dimension would be much happier if their lives weren't plagued by bombs going off left, right and centre, so someone must get rid of them all. There is only one person up to the job . . . YOU! Well, you see, in the game you play the part of . . . oh, never mind.



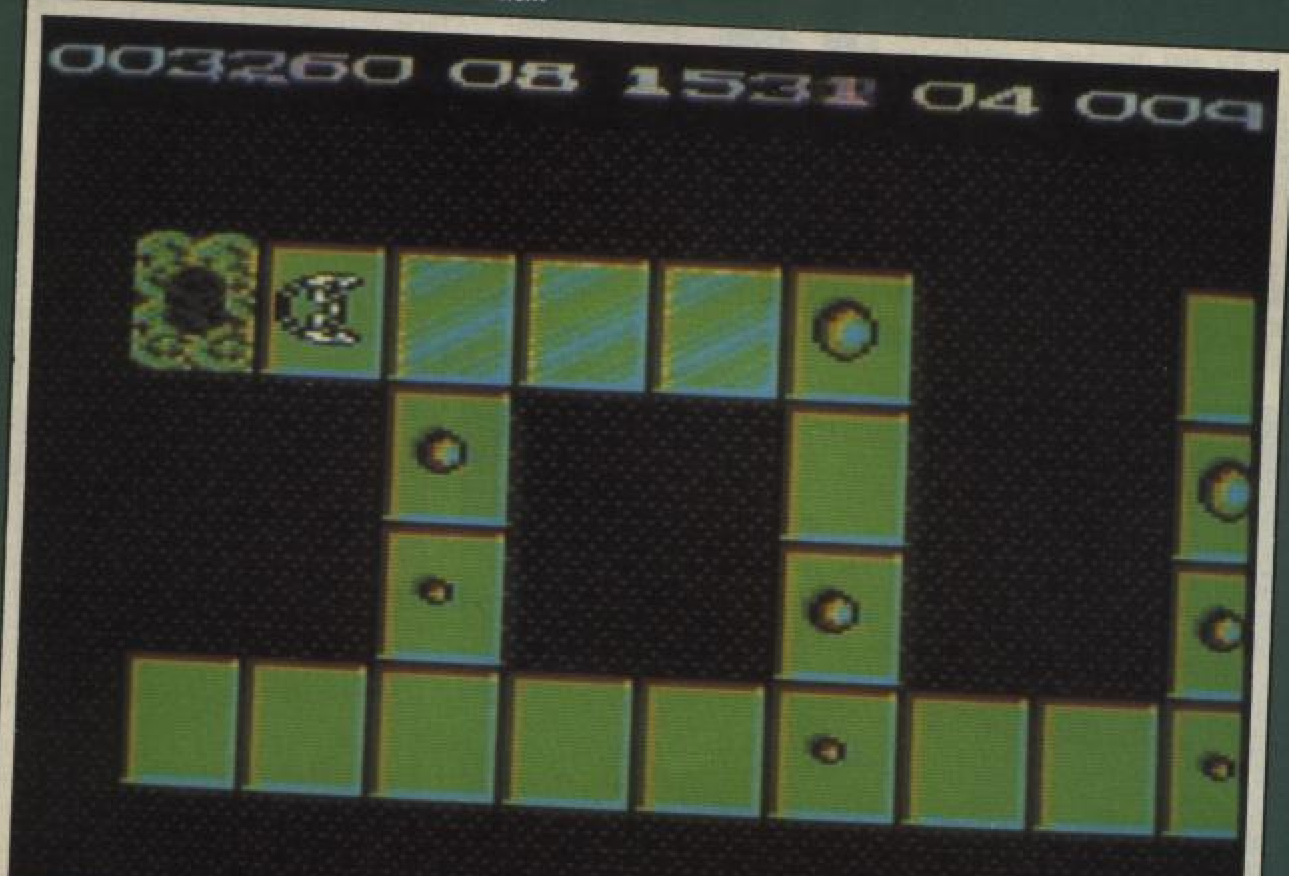
▲ You haven't got the time to admire the little patterns – get on with it!



▲ Oh, the problems of being a cutesy fur-ball in a 3D puzzle environment – you've always got to be careful where you tread next

The pesky bombs come in three sizes: small, medium and large, (what a surprise) each with its own explosion area. Various amounts of these bombs are scattered

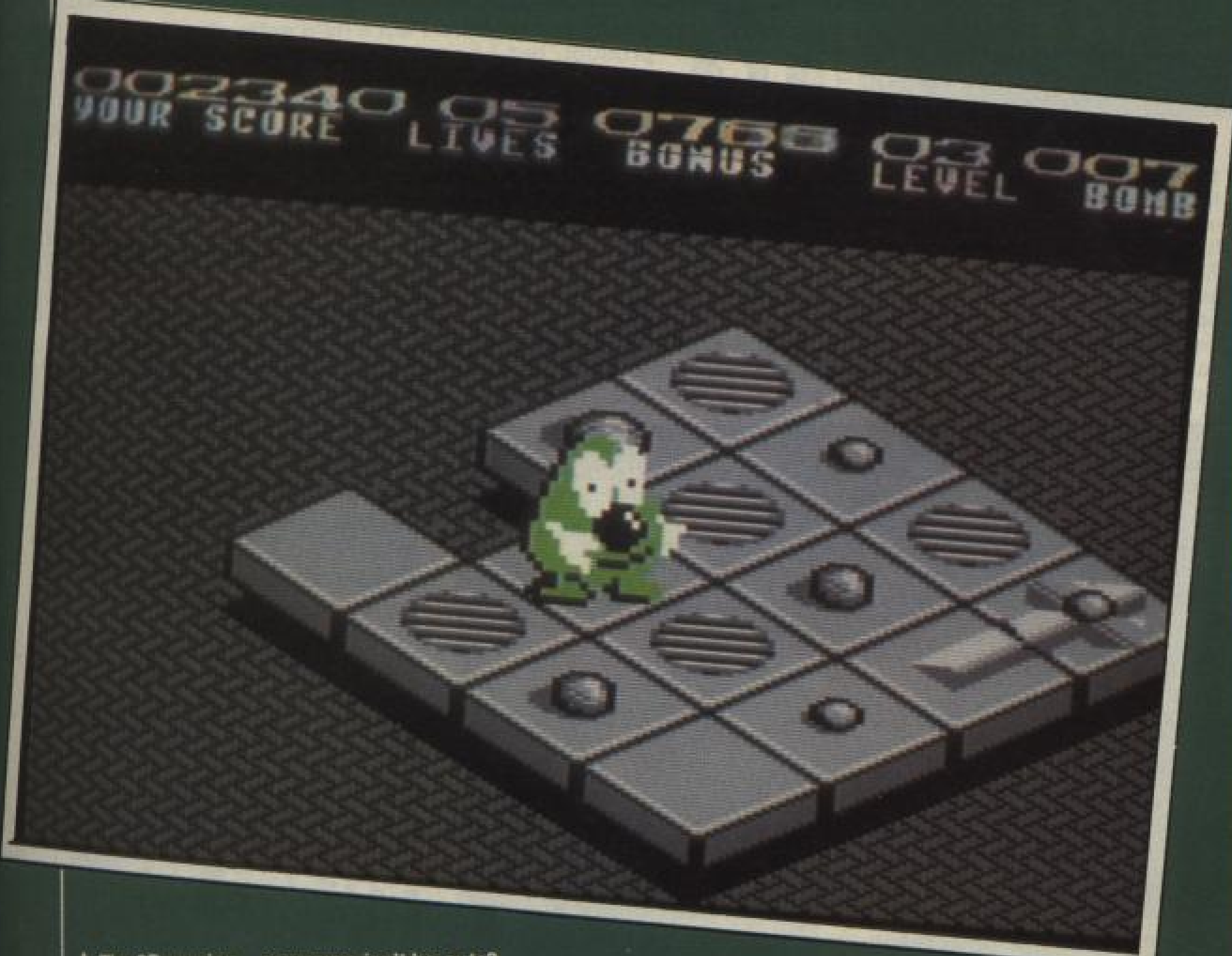




▲ If you don't move fast, our little furry friend is going to be splattered all over the shop

I haven't played a really good puzzle game since Tetris, so I was looking forward to something appearing quite soon. Power Pyramids **(reviewed elsewhere in these pages) failed to fit the bill but** Bombuzal **certainly has! It's great! The graphics are very neat and have an incredible 'cute' quality to them without confusing the puzzles at all. The levels start out quite easy but soon get really difficult, with some unbelievably devious bomb patterns. One of the signs that this is a good puzzle game is when you hear people shout 'Aw, that's not fair . . . oh . . . hang on . . . AH! I see!' then quickly start a new game with their new knowledge of bomb disposal. I'd say that** Bombuzal **is the best puzzle game since** Tetris, **and coming from me that's** good!





▲ The 3D version – aawwww, isn't he *cute*?

What an original idea this is! Old Tone Crowther has come up trumps again with one of the cutest and most playable puzzle games on the 64. The presentation is excellent with a choice of a 2D or 3D perspective and a code word system so you don't have to start from level one after dying on level 119 out of 120. The bomb structures are very well thought out and tricky with it, making you try time and again until you've got it right. To be honest, I can't see many people throwing their joysticks down and saying 'stuff that'. I rather think that they'll be saying 'well, if that didn't work, maybe this will.' After the somewhat average Fernandez Must Die, **Tony Crowther and David Bishop have given us a real gem. Well done lads!**





around small clusters of platforms which are now deserted because of the hazardous conditions the bombs create. To clear a sector, all the bombs on the platforms must be blown up, without you going up with them or falling off the platforms.

This may sound easy enough, but you've got to remember to take into account bomb chain reactions, collapsing platforms and icy floors. Certain bombs can only be detonated by making very clever use of chain reactions and the occasional tracks in the floor which allow you to move a bomb into a better position.

Different platforms have different features and tiles (see *Tiles* box). How they're positioned dictates the strategy required.

NORMAL TILE

RIVETED TILE – cannot be destroyed by explosions

ICE – keeps you moving until you hit a more stable block

DISSOLVER – disappears when you walk off it

SLOTTED TILE – bombs on these can be moved

TELEPORT – transports you to a specific point on the level

SWITCH – toggles a change in the platform pattern

BUBBLE – a droid which you control. Gets destroyed on detonating a bomb or mine

SQWEEK – like Bubble, only detonates the first bomb he comes across

POWER TEMPLE – sucks in explosions and contains the blast but detonates afterwards

SPINNER – shoots you off in a random direction

MINE – detonates when touched

BOMBS – come in three sizes. Must be primed to explode

SWELL BOMB – changes size until primed

A-BOMB – detonates all other a-bombs on level when primed



Yippee! Yoohoo! Weyhey! Yeeha! I'm just doing a celebratory jig around the office because Bombuzal has got to be my favourite game of the month. I mean, it's rare enough to find a puzzle game in the first place. When you get hold of one as absorbing and cleverly designed as this – well, you've just got to celebrate. There are so many different features that (unless you've got an attention span of under two milliseconds) it's totally impossible to get bored. The puzzles get incredibly devious the further you go and as you've got two sets of dimensions in which to play, if you ever do make it through to the end of the game in 2D, you can start all over again in 3. Using the password system, you just keep on playing from the point at which you left off. If you're thinking of treating yourself to a really unusual game over Christmas, get Bombuzal – it's cute, cuddly and absolutely brill!

PRESENTATION 96%
Good intro, useful options and tidy layout. Code word system, two different perspectives, loads of neat touches. Get the message?

GRAPHICS 79%
Cute, but not brilliant. They do portray the action nicely, though.

SOUND 71%
An adequate tune and some decent spot effects. The speech is a tad rough, but really adds to the atmosphere.

HOOKABILITY 97%
The first levels are just simple enough to grab you instantly.

LASTABILITY 98%
Loadsascreens mean that you'll be kept playing for just *ages*.

OVERALL 97%
The cutest puzzle game on the 64 and it's really addictive as well!

PURPLE HEART

CRL, £9.95 cassette, £14.95 disk

Striker and his ole army buddy, Cobra, have been through a lot together. They've experienced every foreign war in the last 15 years, but now they've been sent on their toughest mission yet. Their orders: to make their way through enemy territory with one thought in mind – elimination of all enemy personnel.

Purple Heart is murderous action for one or two players, each taking control of Striker or Cobra and their itchy trigger fingers as they stalk the scrolling warzones. A friendly Quartermaster has already passed through and dropped weapons for the boys to use – rapid fire machine guns, pump action double-barrelled shot guns, flame throwers and rocket launchers. Looks like plenty of jolly larks in store for the camoflauged chums, eh readers?



I'm really surprised. This may be the best CRL game since Tau Ceti. **Unfortunately that's no great compliment in itself, but, no, honestly, this isn't too bad at all. In fact it's quite a reasonable** Ikari Warriors **clone – without quite so much action, but with a few extra bits. The two player option adds to the fun, but does suffer from strange screen restrictions, preventing the players from being too far apart.** Purple Heart **is worth a look but it would have been better at a budget price.**



I don't really share Paul's mild enthusiasm for this product, but I have to agree that it isn't down to CRL's standards of late. The Commando**-esque action is reasonably good fun for a while and the extra weapons are handy, but they didn't allow me to exercise my destructive urges to their fullest. Why can't you blow up the jeeps with the rocket launcher, or even burn the foliage with the flame thrower? The graphics and sound are reasonable, but I'd have to have had a lobotomy to spend £10 on** Purple Heart **when I could get** Ikari Warriors **on compilation for a couple of quid more.**



▲ Hmmm, one or two teensy tad-ettes' worth of *Commando* overtone here

PRESENTATION 68%
Impressive cinematic opening credits and introductory sequence, but you have to sit through a multiload to see it. Two player option is OK.

GRAPHICS 60%
A little rough in places but they serve their purpose well enough.

SOUND 59%
Reasonable effects and soundtrack.

HOOKABILITY 68%
Simple-minded blasting is easy to grasp.

LASTABILITY 63%
Only six levels but it'll take a lot of playing to get through them.

OVERALL 58%
A reasonably good variation on *Ikari Warriors*.

FINAL ASSAULT

Epyx/Infogrames, £9.99 cassette, £14.99 disk

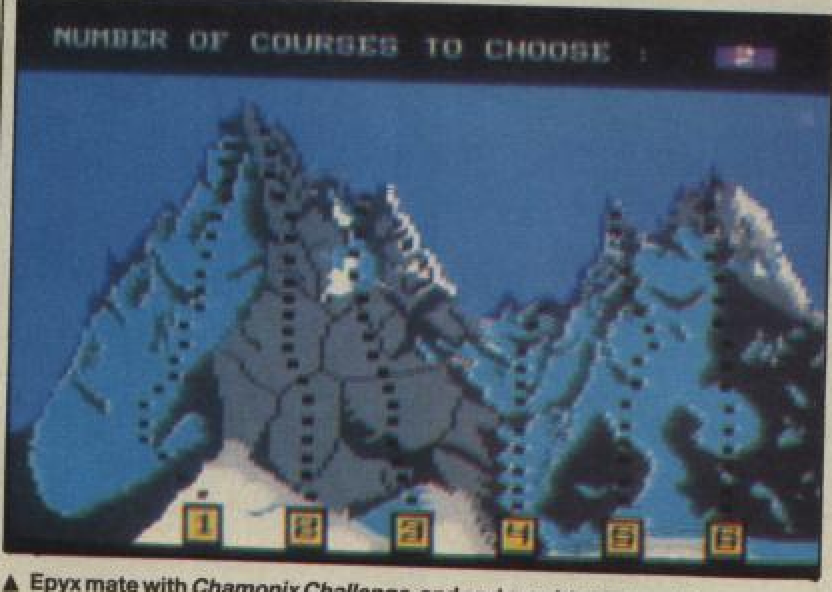
If you're the kind of ignorant individual who thinks that rock-climbing is walking up the stairs to a sweet shop in Brighton, you're in for a bit of a surprise. *Final Assault* has you going on training sessions and choosing courses before you've had a chance to say 'a quarter of smarties' please, missus.

Whichever of the two totally different surfaces (ice or rock) you're on, it helps if you've packed your rucksack – because if you're stranded on a rock face without your thermos you . . . well.. you won't be able to have any tea and if you don't get any tea you die of thirst and fall off.

Nasty, that.



Aargh! Talk about tedious! Only a few minutes into trying to fathom the mysteries of Final Assault **I was beginning to fall asleep. Standing on same rock ledge for half an hour with no sign of as much activity as you'd find in a goldfish bowl (*Oi! – Ken*) is not my idea of fun at all. Even in the training section you make such slow progress that any initial interest quickly turns into a manic desire to switch off your monitor and go and do something a lot less boring instead. Biting your nails for example. Maybe rock climbing fanatics might find a bit more to admire but I have my doubts. Serious doubts.**



▲ Epyx mate with *Chamonix Challenge*, and end up with a fat, spotty baby (hatstand captions Inc)



There are lots of things which don't really work as the subject of a computer game – you know, walking the dog, watching paint dry, that sort of thing – and rock climbing, is another one. Final Assault **lets you experience all the planning, preparation and strategy of a climb without any of the nerve-wracking atmosphere, danger or exhilaration. In fact, the whole process is thoroughly boring. There's nothing wrong with the execution as such, I just don't think that anyone would be happy looking at exactly the same screen for two hours at a stretch. I certainly wasn't.**

PRESENTATION 75%
Three possible courses, training option and slightly awkward icon system.

GRAPHICS 49%
Mostly functional with few details.

SOUND 55%
Tuneful title theme, basic in-game effects.

HOOKABILITY 40%
Unhelpful instructions and overly difficult training option don't encourage play.

LASTABILITY 37%
Might be rewarding if you really persevere but it's doubtful that anyone will last that long.

OVERALL 41%
A competent, but very tedious, version of a sport that doesn't really work as a sim.

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THE PEPSI CHALLENGE MAD MIX GAME

US Gold, £7.99 cassette, £11.99 disk

Who is Mix? Why is he mad? Who gives a Canadian monk seal? Not us that's for sure! Well, whoever he is, he's round and runs around mazes eating dots and avoiding ghosts which are trying to kill him (no wonder he's mad!).

Sometimes he finds things that are useful, like power dots which turn him red and allow him to kill monsters, and magic tiles which turn him into a big fat editor. No, no! I mean hippo (phew). Then he can walk down one-way paths the wrong way and splat ghosts. Gates can only be passed one way in any state and gun lanes allow Mad Mix to blast enemies off the grid.



I'm all for a bit of nostalgia every now and then, but it's only worth getting nostalgic about something that captures the right atmosphere. Now I don't mind PacMan **at all, in fact I used to play it a lot in the arcades, but Mad Mix is a poor rehash of the** Pacman **theme and doesn't capture any of the atmosphere of the original game. It tries to add excitement with a few new features, but it's still not there. The graphics are small and blocky, the sound is weak and the gameplay is boring. What more can I say?**



▲ It's P-p-p-p- *Mad Mix*



Ever since Taito rejuvenated Breakout **and turned it into** Arkanoid, **game designers have been trying all sorts of things to jazz up old games. Topo Soft have tried to do the same in** Mad Mix. **I liked** Pacman **when I first played it ages ago – and I still think that it's a better game than** Mad Mix. **It's not too bad I suppose, but it's not exactly state of the art either. The maze graphics are drab and boringly coloured, the sprites are flat and characterless and the sound is dire. Try it out for yourself on the cover mount cassette.**

PRESENTATION 31%
Frustrating delays and very little to create any atmosphere.

GRAPHICS 35%
Piddly sprites and dull backgrounds don't help, either.

SOUND 41%
A grating tune and several ping-ing effects.

HOOKABILITY 53%
It's easy to play . . .

LASTABILITY 41%
. . . but you'll stop playing a couple of levels later.

OVERALL 48%
A poor attempt at rejuvenating a much-loved idea.

AROUND THE WORLD IN 80 DAYS

Pandora, £8.95 cassette

One wet and windy night in London when his intake of port had er . . . well, gone over the top a bit, Phileas Fogg, made a bet. To the horror of the fellow-members of his Reform Club, he promised to travel round the world in 80 days – *and* wagered £20,000 to back up the bet. Goodbye Reform Club, hello bankruptcy.

Well, maybe not bankruptcy. Luckily for them, Fogg and his sidekick, Passepartout, have you to guide them on their journey. With a capable guy like you at their side, they can bribe, gamble, fight and build human pyramids on their way to success.

Funny old life, innit?

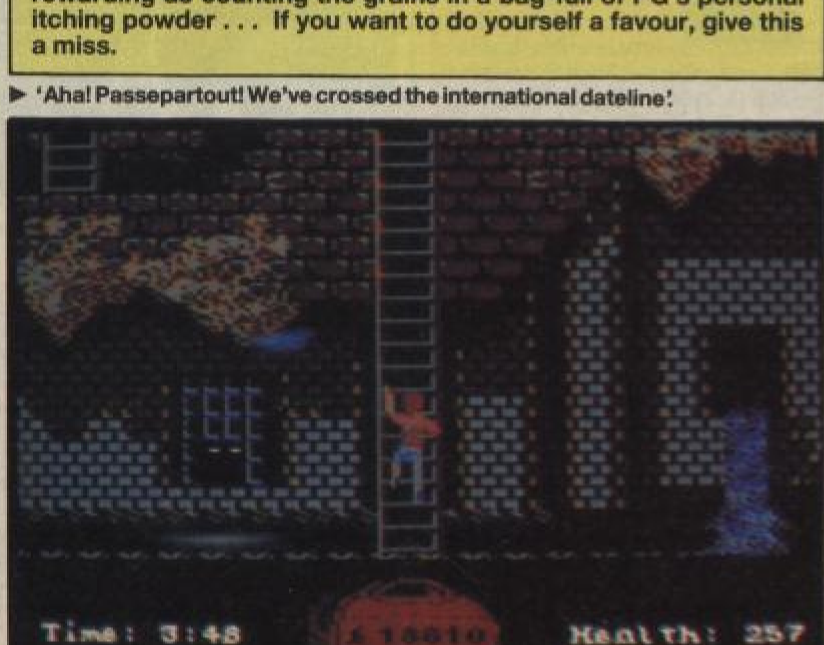


Aaaaaaaarrgh! Mnggggggggh! Hiiiiiiyaaaaa! (*Will you stop doing that, Kati! – Ed*) Hmm, well that feels a lot better. I've just had a very unpleasant tussle with one of the most annoying multiloads I have ever come across. If we hadn't given the Pilchard Of The Month award already, I'd be giving it straight to the guy who decided to waste one whole side of tape on an animated film sequence. Nice one! If you're still awake by the time the first level loads, congratulations! Don't get too excited, though: it's only about six screens long and then you're on to the multiload – again. If you see this looking innocent on your local dealer's shelf, don't trust it – not one inch.



Well, guys and gals, I can put my hand on my belly and say absolutely honestly, without the tiniest shadow of a doubt, that this is one game I'll never play again and nobody (except maybe a warmongering rhinoceros with a machine gun) can make me. Why? Well, it sports one of the most irritatingly long-winded multiloads of all time – and that's just for starters. The graphics are blotchy – or do I mean blocky? – well, it doesn't matter because they're both – and the gameplay itself is about as rewarding as counting the grains in a bag-full of PG's personal itching powder . . . If you want to do yourself a favour, give this a miss.

► 'Aha! Passepartout! We've crossed the international dateline'.



PRESENTATION 45%
Icon-selection system and film-style opening sequence can't compensate for an unbelievably boring multiload.

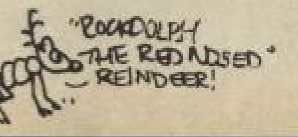
GRAPHICS 40%
Blocky sprites and unoriginal backdrops.

SOUND 40%
Uninteresting dirges play throughout.

HOOKABILITY 23%
Watching the multiload murmur to itself puts you to sleep before you even start.

LASTABILITY 18%
Might last longer than a cup of coffee – but not much.

OVERALL 29%
Tedious, long-winded and ultimately boring. Recommend to people you don't like.



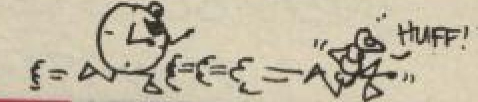
ZZAP! TEST

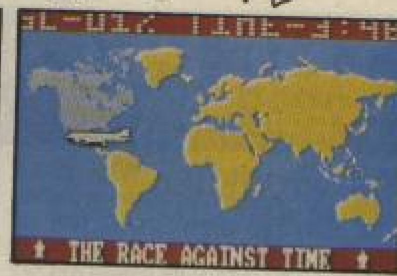
THE RACE AGAINST TIME

Code Masters, £4.99 cassette

You'd think something as energetic as leading the global charity fun run, Sport Aid '88, would leave you feeling a bit . . . well . . . knackered to say the least. But no, Omar Khalifa, the legendary Sudanese athlete is preparing to run again. Well, he's not really, he's just the name that's given to a block of white pixels in a computer game, but you know what I mean – don't you?

Anyway, Omar's personal race starts out in the El Mowheli relief camp in Sudan. He's only got a certain amount of time to raise a flag and light a flame in each of six (six?) continents. Now Omar's pretty fit but he can't walk on water – so to get from place to place, he uses a a plane (well OK, an icon on a global map).







Phew! It was beginning to look as if Code Masters weren't going to get the 64 version of their Sport Aid '88 game out before the end of the year. Wouldn't have been very topical that – Sport Aid '88 in '89. Which brings me to a strange and wondrous mystery. Why have they spent so long developing this when the Spectrum version, which was released early in the summer, looks exactly the same? Well, not quite exactly the same – the control method is a lot messier and the screens flip so slowly that you've time to get out of the way of a herd of rampaging rhinos in between. Forget about this really dud game – contribute to the cause instead.

▼ **New York, New York – er . . . yeah. Bit like a Speccy screen, though, don't you think?**





I really enjoyed playing this when it came out for the Spectrum – loads of puzzles, attractive graphics and, to top it all, a really good cause. Er . . . couldn't really say the same about the 64 version, though. In fact, I don't think I actually *saw* what you could call a 64 version 'cos you'd find about as many differences between the two formats as you would between two absolutely identical turkeys with two identical chef's hats on each leg. Not only that – Peter Gabriel's Games Without Frontiers **soundtrack is even less musical than Maff's rendition of** White Christmas **after a half of ale down the pub – and it doesn't even play throughout the game. If you're keen to buy this because of Sport Aid, give five quid away instead. You won't be missing out.**

POWER PYRAMIDS

Grandslam, £9.95 cassette, £14.95 disk

Many aeons ago, when the giant lizards were still kings of the Earth, the planet T-Pyge had already become highly civilised. One particularly intelligent individual invented a strange construction which immediately took off on planets all over the galaxy. These constructions were the pyramids.

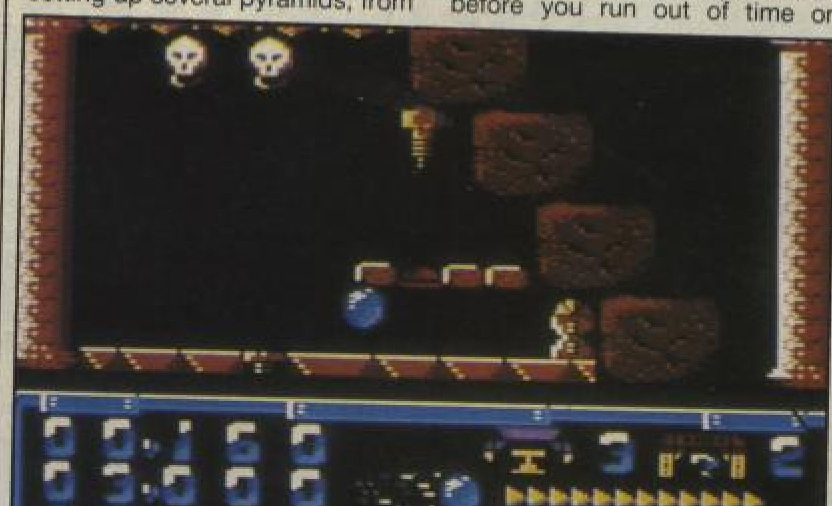
Eventually, Earth caught on to the trend, and the ancient Egyptians with their strange interstellar communications (prayers) soon purchased pyramids of their own. In the early days of pyramid transportation, two hyperspace juggernauts were needed to transport the pyramids to their new homes: one for the constructions themselves and one for the immense power generators to keep the pyramids active.

The T-Pygeans discovered, however, that by deactivating the pyramids' power, they could make a huge saving in delivery costs. Therefore, every pyramid delivery man must activate all the levels in the constructions before the customer receives the goods. This is done by way of a remote control ball-shaped robot, which must run over floors and switches to activate them whilst missing walls and obstacles, since they sap the robot's energy.

You play the part of one of these delivery men, who has just arrived on planet Earth and must set about setting up several pyramids, from the easy 14-room Basic model to the mega 54-room Royal model before you run out of time or



Frankly, I don't really know what to say about this game. Oh, yes I do . . . it's basically bad. There. That'll do for a start. I didn't mind it at first: you think you'll be able to get the hang of it and start stringing a few solutions together – but the game isn't worth it. Everything about it is disappointing, from the boring loader to the scratty 'Game Over' sequence. The playability is virtually non-existent due to the dreadful control method which frequently sends you careering into obstacles and walls alike. Give me a puzzle game to play for a couple of hours and I'm pleased as punch, but make sure it's not this puzzle game, or I'll probably punch someone. Compared to the brilliance of Bombuzal, **this is an extremely dull substitute.**



▲ **Power to the pyramids! (Tooting Popular Front)**



Usually, I really like puzzle games, but I tend to draw the line at ones which are as badly presented and unplayable as this. The spheroid is virtually uncontrollable, making each game an annoying and frustrating experience. The graphics are hardly state of the art either, and the sound consists of a few rather meagre tunes. It just isn't enough. With a puzzle game, presentation is very important, for controls and on-screen appearance: both are sub-standard in Power Pyramids. **If the graphics and general appearance are a bit off-key then I'd rather have a playable game than absolutely nothing, but this gets very close. If you like puzzle games then avoid** Power Pyramids, **as the only puzzle involved is why they decided to release it. It's the worst 64 puzzle game I've ever played.**

As usual the population of the world has left a lot of rubbish lying about. Bit of luck that – picking up an object in one place should prove helpful for progress later on.

The Race Against Time was produced expressly for Sport Aid and all profits from its sales will go to support the charity's campaign to help children in need all over the world. OK?

PRESENTATION 45%
Apart from a naff title screen, nothing outstanding.

GRAPHICS 28%
Great by the Spectrum's standards but abysmal for the 64.

SOUND 50%
Tinny title version of *Games Without Frontiers*. In-game sound confined to footsteps (er . . . yeah).

HOOKABILITY 49%
Well, you might as well see what this malarkey's all about.

LASTABILITY 31%
The screen flips too slowly and the controls are too awkward to muster even average appeal.

OVERALL 30%
The Spectrum *Race* transferred trainer, shorts and singlet to the 64.



energy. Fail, and there'll be hell to pay when the boss catches you . . .

PRESENTATION 20%
Dull opening screen, disastrous control method and not enough options. Very weak.

GRAPHICS 31%
Bland, blocky and poorly animated throughout.

SOUND 43%
The occasional ditty fails (miserably) to add any atmosphere at all.

HOOKABILITY 12%
The frustrating control method instantly puts you off . . .

LASTABILITY 12%
. . . and it doesn't get any better

OVERALL 18%
An original idea . . . probably because nobody has had such a brain relapse before.



SAVAGE

Firebird, £9.99 cassette, £12.99 disk

Love, they say, is the greatest thing, but handsome Mr Savage isn't so sure. His affections have got him locked in emotional turmoil, not to mention a castle dungeon. His sweetheart is being held prisoner somewhere by the castle's owner, and not being able to stand the separation or the terrible microwaved dinners the gaoler serves up, Savage has decided to make his bid for freedom.

He makes off in search of the exit. In an attempt to keep up the appearance of a place of pain and torture, the dungeon has been kitted out with nasty energy-draining denizens which Savage can destroy with magic axes or whatever other weapons he can find.

If he manages to make it across pits of flame and booby traps, Savage reaches the dungeon Guardians, mighty beasts which guard the dungeon exits with lightning bolts.

Once out, it's time to load the next level, in which our hapless barbarian legs it through Death Valley, an area inhabited by animated skulls and ghosts. You get a 3D Perspect-O-Vision barbarian's eye view of the proceedings as Savage dodges large monoliths which approach at frightening speed. Run into anything on this level and it's one life down the cess pit.

After all this running about and risking of life and limb, Sav feels a bit cheesed off when he gets to the end of Death Valley and finds out his girlfriend is locked in the same castle he's just escaped from.

Not wanting to face the ghosts and the skulls again, he returns by another route only to find his entrance to the castle blocked. His only hope of rescuing her is to send his eagle into the castle to destroy the last of the demons with venomous spit, then pick up their special powers. Savage's extraordinary psychic rapport with his eagle allows him to guide it through the scrolling maze of passages which will eventually lead to the girl of his dreams.

See! He may seem like a callous, muscle-bound hard man but in fact he's just a shy old Romeo in animal skins.



Does this mean Probe Software's days of dross are over? They certainly seem to have turned over a new leaf, because Savage **is really rather good. There's quite a bit of gameplay variety, from** Rastan**-type running and bashing to** Space Harrier **style 3D dodging, to a scrolling maze with extra bits. The graphics in all are really nice, but the music is even better – the in-game tunes aren't bad but the title piece is really high energy stuff with loads of sampled instruments and voices. Not the greatest game in the world, but certainly worth a look.**



▲ This 3D section is a really fast mover – and if you can dance to the beat you might just make it! (eh?)



I cringed when I saw the Probe Software name on the press release accompanying Savage**, thinking of some of their previous blunders. However, after playing for a while I was surprised to find that this is really quite a good trio of games. The first part has some fairly addictive shooting and dodging action and some rather nice graphics to boot (one of the guardians looks just like Gordy). The second section is a smidge too difficult, and after several untimely deaths I wondered why Savage didn't just run a little slower if dodging monoliths was such a problem. The last stage looks like one for maze freaks only, but falling weights and spiky traps keep you on your toes. If you're after a bit of action, try** Savage **– there's something here for everyone.**

▼ Get savage!! Er . . . maybe



PRESENTATION 60%
Joystick/keyboard options and passwords allow you to start play at any level.

GRAPHICS 71%
Large, colourful and smooth.

SOUND 88%
Excellent sample-packed soundtracks and some good effects.

HOOKABILITY 73%
Good looks and sounds draw you into the game immediately. Second section is a little frustrating though.

LASTABILITY 70%
Certainly plenty of game for your money.

OVERALL 72%
Long-term playability and fine appearances make this a very interesting product.

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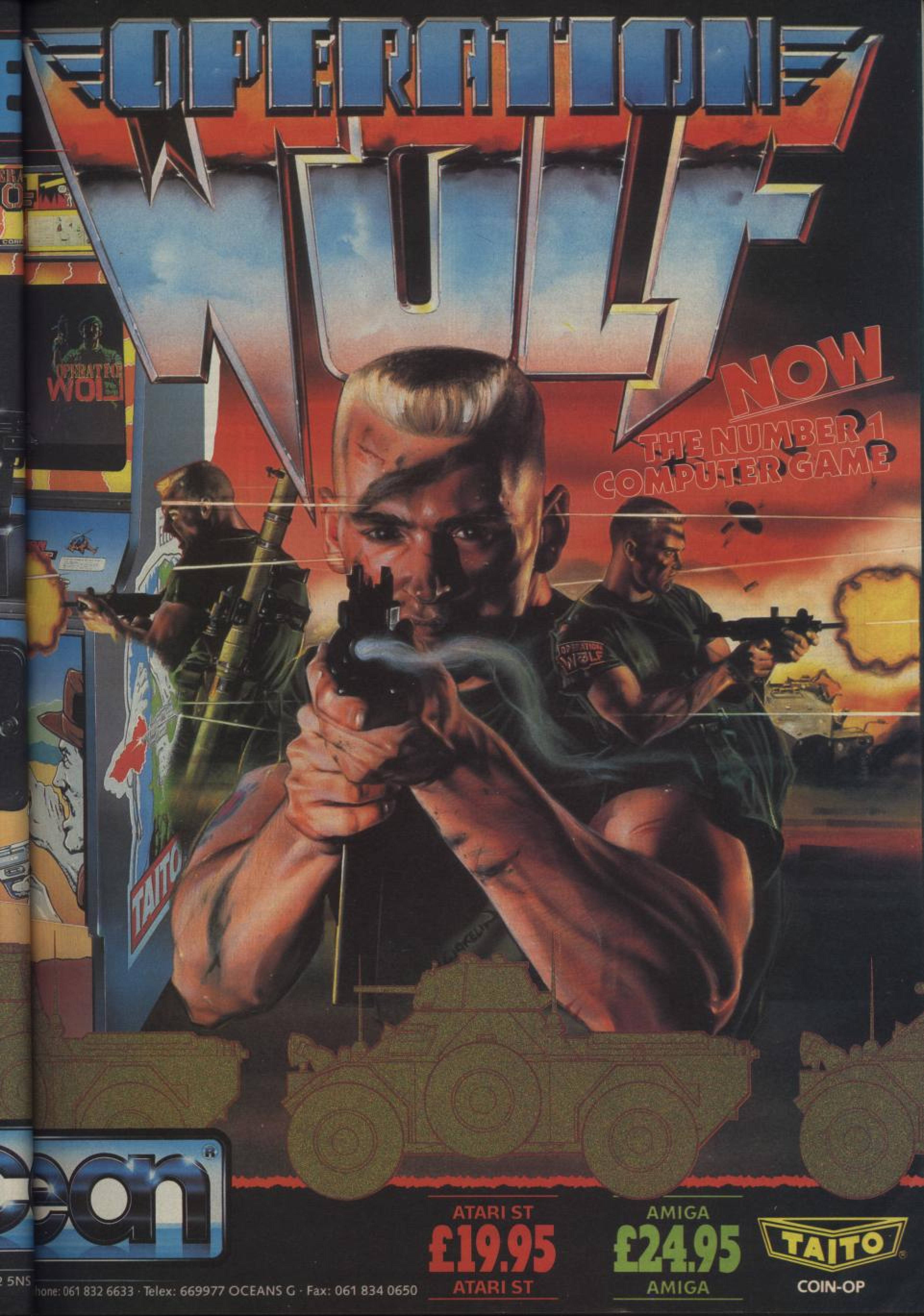


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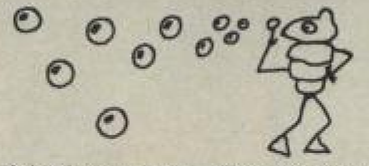

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BUBBLE GHOST

Infogrames, £9.95 cassette, £14.95 disk

And you thought things were bad when you were alive! OK, so maybe selling oil to Saudi Arabians wasn't the most rewarding job in the world, but at least all you had to worry about then was sunburn and paying the bills. Aaaah, life!

Death, on the other hand, is slightly more stressful. A lot more stressful in fact. It's all the more upsetting because you were just minding your own business, walking through walls, going *oohoohoohoo*, carrying your head under your arm now and then (you know, how ghosts do) when . . . pft! – it was gone. With one huge hairy swoop, Brian the Terrible



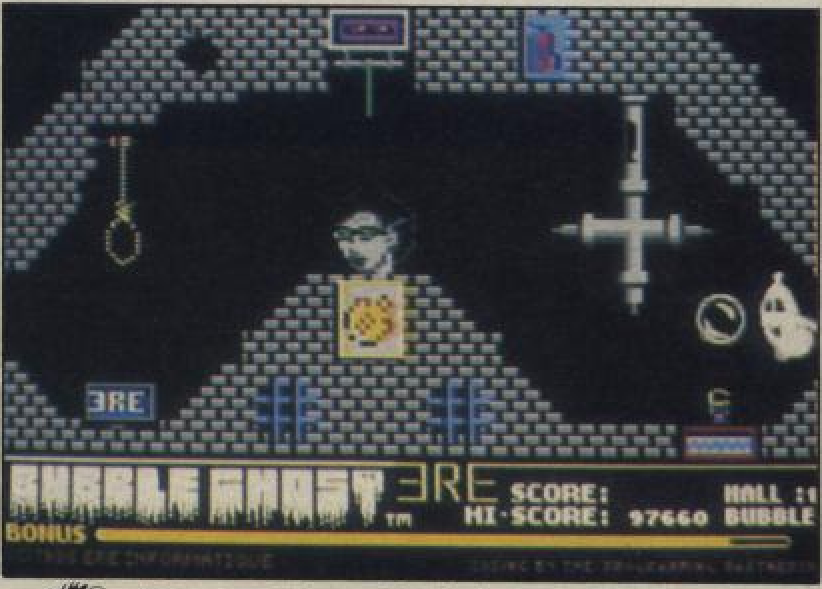
nicked your soul, trapped it in a bubble and walked away.

All very hilarious for Brian no doubt, but you've now got to go to all the trouble of trying to get this bubble out of the castle with no equipment at all except your own breath (very fragrant, I'm sure).

Manage to perform just the right contortions to enable the bubble to avoid the candles, fans, knives and spikes which clutter up Brian's luxurious pad and your soul might be saved. If not, you'll float in limbo for the rest of your days. Gulp!



This is a bit of all roight then, innit? Prancing around a cold, bleak castle with nothing except a pair of sheets and a lung-full of garlic breath to your name – just the way we like our cutey games up north! Unfortunately (boo hoo! – or should that be wooo?), a bit of alright is all this is. The animation, the graphics or the sound are nowhere near as detailed (or silly) as they might have been and there's no sign of the sort of extras that made the Amiga version so brill. The control method isn't exactly flavour of the month either – it's so awkward that difficult manoeuvres take far too long to make and your precious bubble just gets burst. Ah, well!



▲ **The ghost's the same but the fine control is lacking – and as a result, it's not half as good as the Amiga incarnation**



At this point, I was going to sing you my personal remix of I'm Forever Blowing Bubbles **but half an hour of combined screaming from ME, PG and GH during my practice session has persuaded me that perhaps I'd better not. Anyway, I won't be – blowing bubbles for ever, that is – because this version of** Bubble Ghost **and I didn't quite hit it off. I wouldn't have minded the basic graphics or the fingernails-down-the-blackboard sound, if the gameplay had been just as brilliant as it was on the Amiga – but it's not. The controls are far too jerky and the ghost is just a tad too hard to move. You can still get quite a bit of fun out of manoeuvring your cutey ghostie, though (I really like the animation when he fails to complete a screen) – just not as much fun as you might have been led to exspectre (groan!).**

PETER BEARDSLEY'S INTERNATIONAL FOOTBALL

Grandslam, £9.95 cassette, £14.95 disk

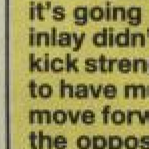
Another game of pixellated pigskin pushing hits the 64. Plumph. This one, for a change, is endorsed by the famed Boy's Own Geordie hero, Paul Glancey. No, just a joke: it is, in fact, Peter Beardsley.

The game is standard football, except that you don't have to wear an expensive Fila shirt, stand ankle deep in mud or have your legs kicked to pieces to participate fully in the proceedings.

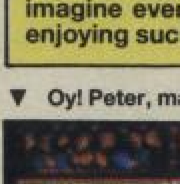
It begins at a menu screen. Here you can select various play options. Two players can take part in the game, or one can play against the computer team, but in either case, the human player has to pick a country which he wants to represent (this is 'international' football, remember). From there, you can select the length of the game in real-honest-to-goodness-time, from five to 20 minutes.

Moving quickly along, you can then enter a one or two player league competition, and select which teams play in the two groups.

After that, it's football, in the



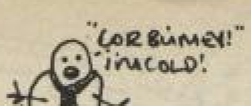
There I was, thinking that the standard of footy games was improving, but, cripes, along comes this one and proves how wrong a fellah can be. I would mention its good points, but I honestly can't think of any, apart from the league and tournament features. Bad points, oh, yes, it's got plenty of those, so I'll list them. The player sprites look like hunchbacks and walk like they're pedalling bicycles, except for the goalkeepers who slither along their lines having no effect on play whatsoever. The instructions say that the longer you hold the fire button the further you'll kick the ball (which, incidentally, moves as if it's filled with water) but when you do try to pass or shoot, you have no real idea how far it's going to go because a) the strength gauge mentioned in the inlay didn't exist on our copy, and b) there is effectively only one kick strength. The worst thing was that the computer didn't seem to have much idea about where the players should be, and if you move forward straight after kick-off, you come across players in the opposition's half who theoretically shouldn't be there. As a footy sim, this makes a good throat lozenge.

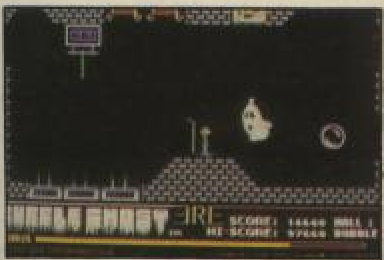


The rebirth of the computer football game has really brought forth some stars, such as Tracksuit Manager, Emlyn Hughes' International Soccer **and Microprose's forthcoming** Micro Soccer. **You'll notice I didn't list this game among those others, and there's a simple reason for that – it's abysmal. Even the age-old** International Soccer **had more realism than** PBIF **and there are so many flaws in the game that it is no fun to play. You thought the graphics in** EHIS **were chunky? They have nothing on this game. Not only are the players expanded sprites, the programmers have put a black outline around their limbs to give that extra dog-foody look. The sound is equally poor – just a choice between nobody's favourite football crowd songs or nothing. I can't imagine even the most desperate football fan either buying or enjoying such a low quality game of their favourite sport.**

▼ **Oy! Peter, man! On me 'ead, son! On me 'ead!**







PRESENTATION 75%
Two-player option plus chance to practice screens.

GRAPHICS 68%
Cutely animated main sprite floats around against atmospheric but not very detailed backdrops.

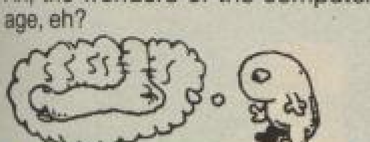
SOUND 37%
Totally unghostly (jolly) title tune and grating in-game effects – luckily you can turn them off.

HOOKABILITY 61%
Scenario appeals instantly but the control method is a bit tricky to master . . .

LASTABILITY 57%
. . . and it doesn't get much easier – especially when the screens get harder.

OVERALL 62%
A pretty good 64 conversion – could have been better, though.

standard scrolling grandstand format. Throw-ins, goal kicks, extra time, but no Stanley-knife-wielding, racist or coin-throwing fans. Ah, the wonders of the computer age, eh?



PRESENTATION 39%
No title screen at all. Lots of tournament options, but they don't make the game any more playable

GRAPHICS 36%
Deformed chunky sprites shamble up and down the pitch, wondering what they should be doing next.

SOUND 40%
Consists solely of standard football crowd classics.

HOOKABILITY 27%
Hopelessly flawed gameplay and awful appearance make it hopelessly unaddictive.

LASTABILITY 21%
Utter uselessness condemns the game to doorstopdom almost immediately.

OVERALL 23%
One of the worst football games around at the moment.

OVERLANDER

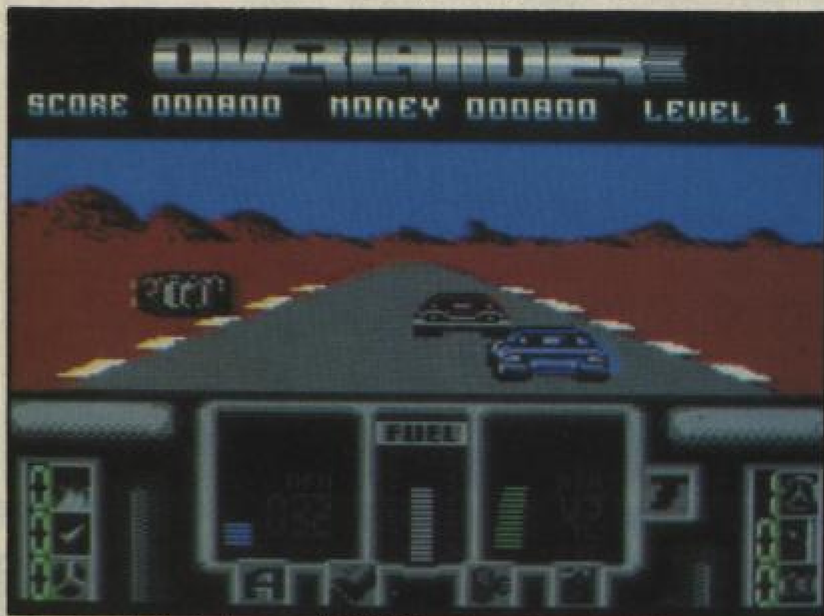
Elite, £9.99 cassette, £11.99 disk

Ah, Judith Hann, where are you now? No-one listened to you on *Tomorrow's World*, when you were giving those riveting, but somehow *unconvincing*, demonstrations on the effects that aerosol CFCs were having on the Earth's ozone layer. If only we'd listened, we wouldn't be in the mess we're in now. Barren soils, little vegetation and the human race banished to isolated underground cities.

Transport between cities is only possible for those daring enough to enlist the help of (jarring chord) *The Overlanders*, a small race of hardy individuals who live for speed. They build and rebuild their pre-holocaust automobiles, fitting improvements and cannibalised parts which will increase their speed and resistance to attack from some of the many gangs of surface-dwelling outcasts.

These gangs make life hell for the Overlander by blocking the road with barriers, placing snipers at the roadside, trying to destroy cars by knocking them off the road or driving explosive-laden motorbikes into them. Clever Overlanders equip their automobiles with heavy artillery to clear the road of such maladepts.

At the beginning of each level the player (who plays the part of an Overlander – which part we won't be divulging) is given the option of taking two missions: an easy but low-paying one for the Federation of Law-Abiding Citizens or a difficult but well-paid run for the Crime Lords. It's customary for Overlanders to be paid 50% of the salary up front, and with this money you can equip the car with extra weaponry and sufficient fuel to complete the journey.



▲ Blasted any roads lately?



I was pretty disappointed with US Gold's Roadblasters **conversion, and thought that Elite's similarly-styled game** Overlander **would be some great improvement. I was shocked to find that it was scarcely better! The 3D road display isn't quite as bad as that in** Roadblasters**, but it still leaves a few things to be desired. When you're moving at full speed, the roadside stripes look like they're keeping up, but objects on the road, such as barriers and overturned cars give the impression that you're staying well under the national speed limit for built up areas. Let's face it, if you're going to produce a game like this you've got to use an effective 3D routine to make the action exciting. This one just fails to make the grade.**





Urgh! This is wheelie poor! The controls are sluggish so you have hardly any chance to avoid some of the later hazards on level one, such as the roadside machine gun nests or barriers. The graphics, though reasonably well-defined, don't create any kind of overwhelming feeling of exhilaration to thrill or excite you. Driving my onscreen motor at 180 mph distinctly reminded me of being a learner driver, cruising the streets at 30. Shooting and evading anything is more a matter of luck than skill because things don't appear on the horizon – the first you see of them is when they materialise in the middle distance giving you precious little time to get out of the way. If you're still desperate for the Road Blasters **experience you might as well keep on pushing the ten pees into the arcade machine. This isn't going to answer your prayers.**

PRESENTATION 65%
Sluggish controls with fuel and weapons selections which aren't as friendly as they could be.

GRAPHICS 58%
Poor 3D effect doesn't really create any feeling of exhilaration.

SOUND 71%
Palatable soundtrack but no spot effects.

HOOKABILITY 47%
The lack of a convincing road display makes gameplay difficult and barely exciting.

LASTABILITY 40%
Very slow progress leads to intense feelings of frustration.

OVERALL 46%
A poor 3D motor shoot 'em up, not much better than the conversion it mimics.

NATO ASSAULT COURSE

CRL, £9.95 cassette, £14.95 disk

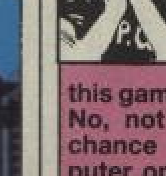
What have the Hitman, the Ninja, the Flame and Tommo got in common. Silly names? Green clothes? Well, they all appear in this game of hard men. You've got to choose whether you want to join their ranks, because if you're to live up to your nickname of the *Okapi*, you'll have to complete a tortuous assault course in record time.

Each consists of a vicious array of obstacles including monkey bars, barrels and walls to climb, fire pits to leap over, water and cement troughs to swim or wade through, and target ranges, some of which even shoot back. Lots of fast joystick wiggling is essential, for there's a person on the bottom half of the screen who is just as keen to take that promotion to the Falkland Islands as you are.

If you find the going far too tough, then take advantage of the icon-driven course designer. They look after you in the army, y'know.



Blimey, this game is a real pain! I don't just mean it's irritatingly boring (though it is), but it's actually physically painful. You have to wiggle the joystick almost non-stop for ages, and while you're spraining your wrist doing that, the music is giving you a headache. It was lucky the dull graphics and boring action forced me to leave the joystick after one game, or I might have been really wounded in action. Not recommended.



You're lucky I'm able to type this review after the bashing my right arm's taken from this game. And was it worth it? No, not really. You have no chance of beating the computer opponent unless you're some kind of muscle-bound freak – because you're expected to waggle the joystick almost constantly for several minutes. And if the exhaustion doesn't kill you, you'll probably die of boredom. Take it away, someone.



PRESENTATION 73%
Nice title screen and easy to use course designer, with load and save options. Why anyone should want to design a course is unknown.

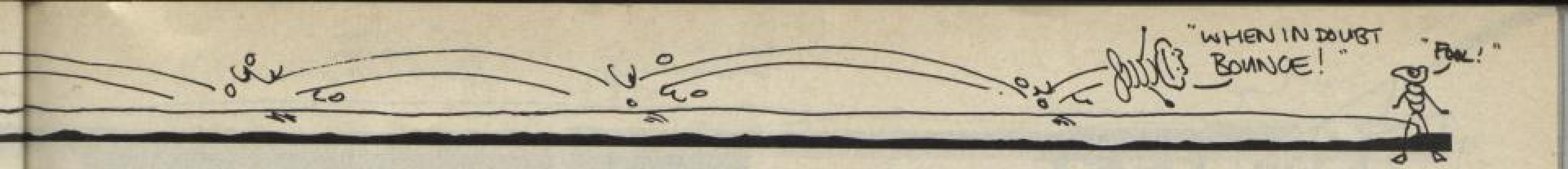
GRAPHICS 42%
Soldier sprites are reasonably well animated but slow, and everything comes in very dull colours.

SOUND 28%
An awful rendition of *Colonel Bogey*: headache, for the inducement of.

HOOKABILITY 33%
Nice presentation lures you into the game, which is soon uncovered as tedious and exhausting.

LASTABILITY 26%
The action is irrevocably boring, and even the course designer can't change that.

OVERALL 30%
Dull and unenjoyable game of joystick torture.



BATTLE ISLAND

Novagen, £9.95 cassette, £14.95 disk

A funny thing happened to you on the way to the alien Neutron Beam Weapons Base. Your 'surprise' attack from the sea wasn't, basically, and only you escaped death or capture. You were the only one to grab a raft and inflate it with your Swiss Army footpump in time.

Being a heroic but stupid soldier, you resolve to take out the Neutron Beam Weapon on your own, and save your captured buddies from becoming alien goulash. With an M16 and a bag of smart grenades, not even thoughts of thousands of alien commandos, tanks, laser emplacements and certain death can hamper your enthusiasm for the fight.

After paddling through shark-infested custard, sorry, waters you land on the island to hunt down eight pieces of Bailey Bridge which will help you reach the weapons base.

Extra weaponry stars give you double shots, rear shots, unstoppabullets or a shield.



▲ This is far from the Novagen classics of yesteryear, isn't it, Brian?



What's this? Novagen producing an ancient-looking Commando variant? So what if there are 350 memory-resident screens full of obstacles? They almost all look the same! The bland graphics and sound stir no real feelings of excitement in my joystick hand, that's for sure, and this just wouldn't be the sort of game that I'd be playing for weeks on end in 1988. Or even 1987 for that matter! Come on Novagen, stick to the 3D greats we all love you for!



This certainly isn't the sort of game I was expecting from Novagen, and it certainly proves that they should have stuck to producing the 3D blockbusters they know best. The cassette inlay boasts that the game is a 'graphics extravaganza', when the sprites and backdrops look like they've come through a time warp from 1985. The music and sound effects are equally unimpressive. The game is just an unexciting Commando variant and even the extra weapons don't add anything to the thrill of destruction. At ten quid I would think seriously before buying it, even if it does have Paul Woakes' name stamped on it.

PRESENTATION 60%
Free island map. Last level restart option.

GRAPHICS 40%
Flickering sprites wander about a poor attempt at forced perspective landscape.

SOUND 49%
Very average sound effects and unremarkable title tune.

HOOKABILITY 55%
The look of a souped-up *Commando* game provides some attraction.

LASTABILITY 41%
Overall shoddy appearance and unexciting action give the game a very short-term appeal.

OVERALL 41%
Certainly not up to the standards we've come to expect from Novagen.

1943

GO!, £9.99 cassette, £14.99 disk

When you're not singing songs about there being 'Nothin' like a dame', you're a rough, tough, cigar chewin' US Navy pilot who likes nothing better than strafeing Japanese aircraft carriers and shooting down Zeros and bombers, all in the name of Peace.

So, up you go into the wild blue yonder in your P-38, scrolling your vertical way towards the Japanese flagship, Yamato, taking on the might of Emperor Hirohito. As you come across enemy forces, they bring their artillery to bear on your puny plane, knocking down your fuel level – but in your defence you have a handy rapid-fire cannon.

Bump up your flagging fuel gauge by collecting POW symbols, or if you don't fancy that, you



▲ *1942* er, no . . . *Flying Shark* er, no . . . *1943* – oh, forget it anyway



With all the Commodore's hardware scrolling capabilities I'd have thought a vertically-scrolling shoot 'em up like this would be an easy case for conversion. No. Wrong again. The programmers have tried to create a parallax scrolling system whereby the clouds move faster than the surface of the ocean, hundreds of feet below. Great, but why then make the islands scroll at the same speed as the clouds, giving the impression that they are floating in mid-air? Shoddy programming also rears its head when you reach a bomber or aircraft and everything slows to a crawl. Oh, and why does the program put extra weapons on the screen in the dying seconds of every stage, when you're unable to pick them up, let alone use them? I'll admit that these are pretty superficial points and I could have put up with them if the game was at all challenging, but it's so incredibly easy to get such a long way that you'll have finished and dumped it on the shelf long before you've had your ten quid's worth.



Initial impressions of 1943 **are that it bears some semblance of decency, but it only takes two games to prove the complete opposite. Why only two games? Well, that is how many attempts it took Maff and myself to reach the very end of the last of the 32 stages. OK, so there were two of us playing together but you know my record in the Challenge – to say I'm not the best gamesplayer in the ZZAP! offices is a bit of an understatement, so how come I reached the end of this second go? Even playing solo I got well past the halfway stage! The levels are just so short that the progress report which appears at the end of each stage is on screen for almost as long as the action. Anyone who considers themselves an even slightly hardened shoot 'em up veteran should be able to wipe the floor with this, so unless you're a very young player with a lot of money, I should leave it well alone.**

THE GAMES – SUMMER EDITION

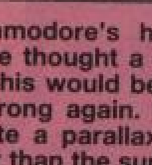
Epyx/US Gold, £9.99 cassette, £14.99 disk

Hope you've been drinking your Lucozade, guys, 'cos if you want to enter this competition you really have to be fit. And I don't mean doing a one-legged jog round the TV every Saturday night when *Blind Date* isn't on either. When I say fit, I mean ultra, mega, massive-muscle, super-body-builder fit. And even if you're that . . . er . . . fit, you probably won't be fit enough to win all the eight contests (archery, velodrome cycling, diving, hammer throw, hurdles, pole vault, gymnastics rings and asymetric bars) your hopeful (and ravin' mad) nation has decided to enter you for.

As you arrive, you size up the competition. There might be up to eight human opponents settling in



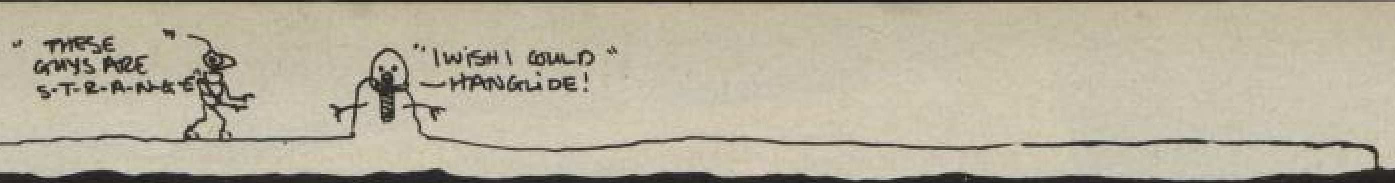
I remember the good old days. You could buy a brown sauce sandwich plus chips and a mug of tea and *still* get change from a fiver, you could get a Mars bar for about 19p (ho, ho) and any Epyx game that arrived hot off the press was bound to be good. The Games **series used to be among the best you could get for your Commodore, but with** Winter Edition **they really started to go downhill (and I don't mean on skis). If anything,** Summer Edition **is even worse than that. Some of graphics (especially the hurdles) suffer from a bad attack of the blobs, and hardly any of the events events require that much skill. Unless you're the sort of masochist who enjoys wasting loadsa money (and we don't want the likes of you pervies in this magazine anyway), forget this and stick to the original** Summer Games**.**



Down at Epyx (or is it across at Epyx? – my geography was never very good), they must really be getting desperate trying to think of more sports to simulate. Trouble is, there doesn't seem to be all that much left which really lends itself to the sort of treatment that made the earlier Games **series so good. Half the sports (especially the asymetric bars) require so little player input, that getting through the event is just like watching a demo – the other half is so complicated you just can't be bothered to play. If you're after a really new and original summer games sim, go for Tynesoft's** Summer Olympiad **instead.**

▼ **Up a bit, down a bit, left a bit – hang on, haven't we seen this caption somewhere before?**





can always shoot the symbol to turn it into one of six fancy secret weapons, which range from ultra-rapid fire to three-way mega bullets. Who needs the atomic bomb? Not us, that's for sure.

PRESENTATION 59%
One or two player team options available, but what happened to the rolls and smart bombs mentioned in the instructions?

GRAPHICS 43%
Chunky sprites, repetitive backdrops and anomalous (er, what?) parallax scrolling.

SOUND 54%
Some good jingles but gun FX sound more like lasers.

HOOKABILITY 47%
Very easy to get into because you know exactly what to expect from this type of game.

LASTABILITY 20%
Hardly any challenge and not much variation, so you'll probably only play it five or six times before it's left to gather dust.

OVERALL 30%
Technically poor and far too easy to be stimulating for more than half an hour.

to the village, or just one mega-mean computer one. Depending on the state of your muscle you can opt to go into practice or throw all steroids to the winds and go straight for the events.

Suppose you fall foul of the local stomach bug, what do you do then? Well, you could always cut your losses and just go for one or two sports. With all the muscle you've accumulated, you surely must be capable of that.

PRESENTATION 80%
Eye-catching TV-style opening sequence plus multi-player option and practice events.

GRAPHICS 70%
Vary from excellently defined effects to primitive and blotchy sprites.

SOUND 67%
Medley of tuneful and slightly less tuneful melodies. Nothing that really grabs you by the ear-lobe though.

HOOKABILITY 65%
There's enough curiosity value to take you through each of the events at least once . . .

LASTABILITY 44%
. . . but in the end, there's just not enough challenge to keep you playing.

OVERALL 49%
A disappointing release from one of the most successful originators of the strategic 'games' sim.

SUPER DRAGON SLAYER

Code Masters, £4.99 cassette

Life can be boring sometimes, can't it? Don't you just wish that something exciting would happen every now and then? That's what our princely hero in *Super Dragon Slayer* thinks. Ligging around in the palace all day with nothing to do can get incredibly tedious at times . . . ho hum. Wait! What's that? A cry for help from a damsel in distress? (princes have an ear for this kind of thing) This is it! Off TO THE RESCUE!

In *Super Dragon Slayer*, you take the part of a brave knight who goes off to save a fair maiden and defeat a dragon. You must battle your way through a land of hazardous landscapes and fierce monsters intent on your destruction. Occasionally, on shooting a nasty, an icon may appear to help you on your quest with temporary shields, extra energy or a spell.



Spells give you additional magic powers (you're also a magician as well as a prince, see) enabling you to blast monsters, clear the screen, turn into a frog for an almighty high leap, or fly like Superman, depending on your magic status. To progress to the next magic level (and the next piece of scenery) you have to battle to the end of the landscape and defeat a bunch of fiercer monsters, otherwise it's off to the big adventure land in the sky!



▲ Super dragon slaying fun and big bouncy pieces in Code Masters' eponymous eponyme-thing





My initial reaction to this game was 'So what? Another Green Beret **clone. Big deal!' but when I reached the end of level one, I discovered that there was more to it than meets the eye. The graphics in the first scene aren't too great, but they improve the further you go, and the sound could have been a lot better, but when it comes to the crunch, this is quite playable. It does take a while to grow on you, but if you persevere you could get to like it. The only problem is the price. If it had been the normal Code Masters £1.99 instead of its five quid ticket, it would have been great, but there's nothing really to justify the extra cost. For this reason,** Super Dragon Slayer *just* **misses the boat.**



Code Masters ads for the 'super' £4.99 games usually boast of wonderful extra features which are deserving of a higher price tag. Super Dragon Slayer**'s extra features consist of a choice between novice or expert difficulty levels. Wooooo! How can I contain my excitement? The game itself isn't too bad, though, if you can get over the average graphics and tedious sound, that is. The extra features sometimes come as a surprise and you often find yourself having another game to see what comes next. However I'm still trying to work out why they've given it a higher price. It would have made a great little budget game, but as a more costly product, it's not so great. So, Code Masters, work out your marketing strategy a little more carefully (IRONY WARNING!) and you might make it big.**

PRESENTATION 49%
Not much glossy wrapping and the controls are fiddly at times.

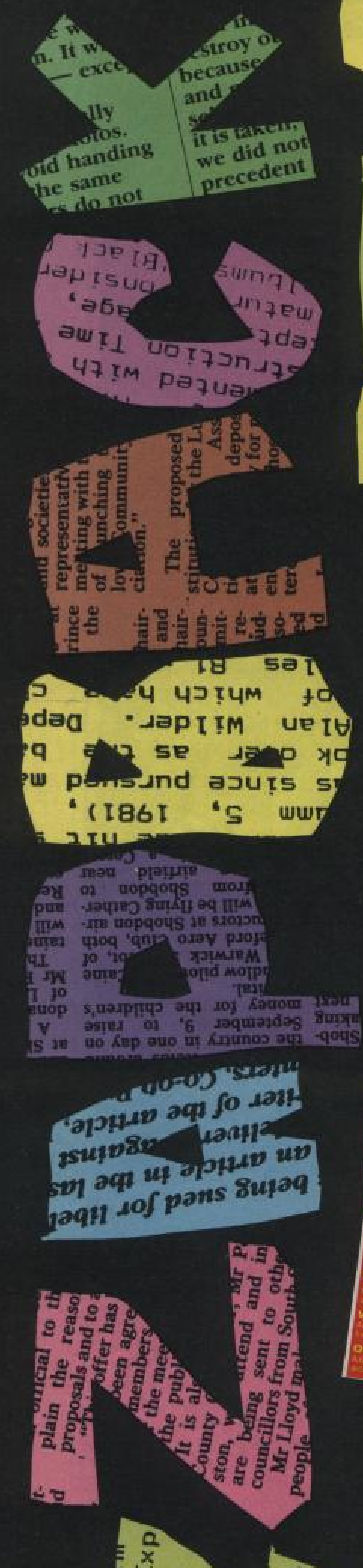
GRAPHICS 61%
Occasionally bland and blocky, but quite good on the whole.

SOUND 38%
An unimpressive tune and sub-standard effects.

HOOKABILITY 53%
A mite tedious to begin with . . .

LASTABILITY 71%
. . . but it stands a chance of growing on you.

OVERALL 67%
Not a bad game at all. It would have been even better at a proper budget price.



Eeee . . . them were't days. You could buy a Mars Bar for thruppence, watch t'footie for ten shilling and guzzle a sack o' fish 'n' chips for under half a crown. Much nearer to the present, however, the ZZAP! lads gave hearty rounds of applause to five games in Issue 19: November of 1986, no less. If you wanna find out just what we think now of what they said then, cast a glancey over what Paully and Gordo have to say . . .

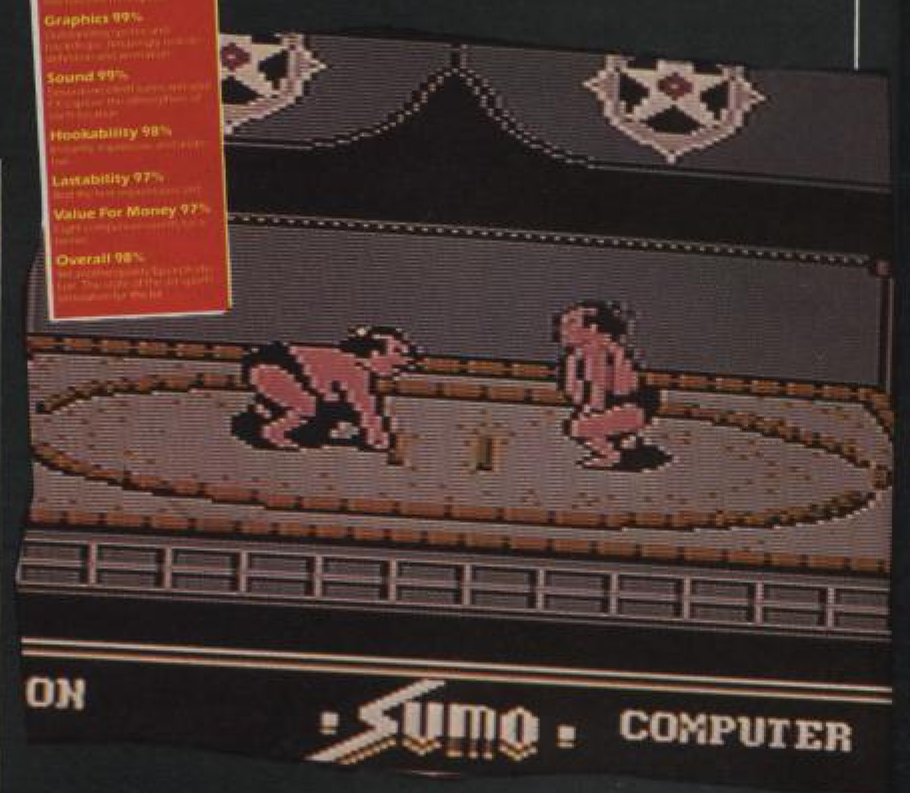
GAMES ZZAPBACKED

- WORLD GAMES
- DAN DARE
- SANXION
- TRIVIAL PURSUIT
- ALLEYKAT

WORLD GAMES

US Gold/Epyx

Presentation 99%
Graphics 99%
Sound 99%
Hookability 98%
Lastability 97%
Value For Money 97%
Overall 98%



Epyx' fourth release in the *Games* series was rewarded with a huge 98% and a deserved Gold Medal – much raving and ecstatic wailing was heard throughout the Towers. Paul 'the office sportsman' Sumner pronounced it 'the new sports simulation of the decade' and Gary P raved about the 'meticulous' detail and 'numerous humorous touches' and profusely ejaculated 'this is the most enjoyable game I've ever had the pleasure of playing.' Jazza summed it all up with 'this *is* the definition of state of the art'.

This was easily the most accomplished and polished *Games* in the series – the animation and realism are superb and every event is a compelling test of skill. Even on cassette it's brilliant, and it might even scrape a Gold Medal today.
GH

Yup, can't fault it. If you thought sports sims were all hurdles, javelins and murdered joysticks, *World Games'* varied events, stunningly presented both graphically and aurally, should make you see things differently.
PG

(Gordon) All the percentages should go down by two or three points – it's hardly aged at all and it's one of the most enjoyable games I've played this month!

(Paul) Absolutely. Memories of the cassette multiload make me think that maybe the presentation percentage was a little excessive, but otherwise the game's many merits easily justify such uninhibited marks.

DAN DARE

Virgin Games

Presentation 94%
Graphics 96%
Sound 70%
Hookability 97%
Lastability 91%
Value For Money 90%
Overall 94%



Virgin's evocative and cartoon-quality conversion of the legendary comic-strip hero was warmly received by all in ZZAP! Gazza 'cool' Penn called it 'the best arcade adventure I've played yet', Ricky-babes Eddy urged 'it's a brilliant game which shouldn't be missed' and Jazza 'shades' Rignall raved about its 'fantastic atmosphere' and 'stunning' graphics.

This is the most enjoyable implementation of an interactive comic strip I've played, with fantastic graphics and simple, but satisfying, puzzles. Now that it's available on a budget label, there's no excuse to miss it.
GH

The thing that impressed me most about *Dan Dare* was that the programmers had kept a superb cartoon-strip look to the whole game – a licence that hadn't lost track of its roots for once! As arcade adventures go, the game still manages to beat many of its type, and is worth every penny of its budget price.
PG

(Gordon) All the marks are fine apart from sound (down another 10%) and value (irrelevant now that it's available at a fifth of the price). Overall, I think it would just scrape a Sizzler now.

(Paul) Put the value rating up by to about 95% and the rest down by about 5% each and I'd be happy with the marks. I'm not sure it would get Sizzler status now, but it's still a pretty good arcade adventure.

SANXION
Thalamus

Sanxion marked the Commodore debut both for Stavros Fasoulas and Thalamus, the unique dual display and fast action gameplay bringing up the goose pimples on our trio of reviewers. RE thought it 'a dream to both watch and play'. JR enthused over the 'stunning graphics' and 'well-cool' music and GP simply thought it 'really neat'... Oh well, some people can't go OTT all the time.

Personally, I preferred Stavros' second game, *Delta*, which I think was underrated in ZZAP!. Though it's got great graphics and sound, the simple gameplay wouldn't reward it with a Sizzler now.
GH

Sanxion came out just before extra weaponry really caught on, so its simplistic action dates the gameplay. Still, the amount of technical polish on the game makes it shine even now, and gameplay is very addictive.
PG

(Gordon) All the marks deserve to go down by 10% or so, apart from the graphics and sound, both of which are only a couple of marks too high. Visually it's gorgeous, and it's still very playable.

(Paul) I'd go along with that – alongside some of the newer shoot 'em ups *Sanxion* does stand proud these days, but not that proud.



Presentation 92%
Graphics 98%
Sound 97%
Hookability 96%
Lastability 92%
Value For Money 88%
Overall 93%



Presentation 98%
Graphics 79%
Sound 78%
Hookability 95%
Lastability 92%
Value For Money 91%
Overall 91%

TRIVIAL PURSUIT
Domark

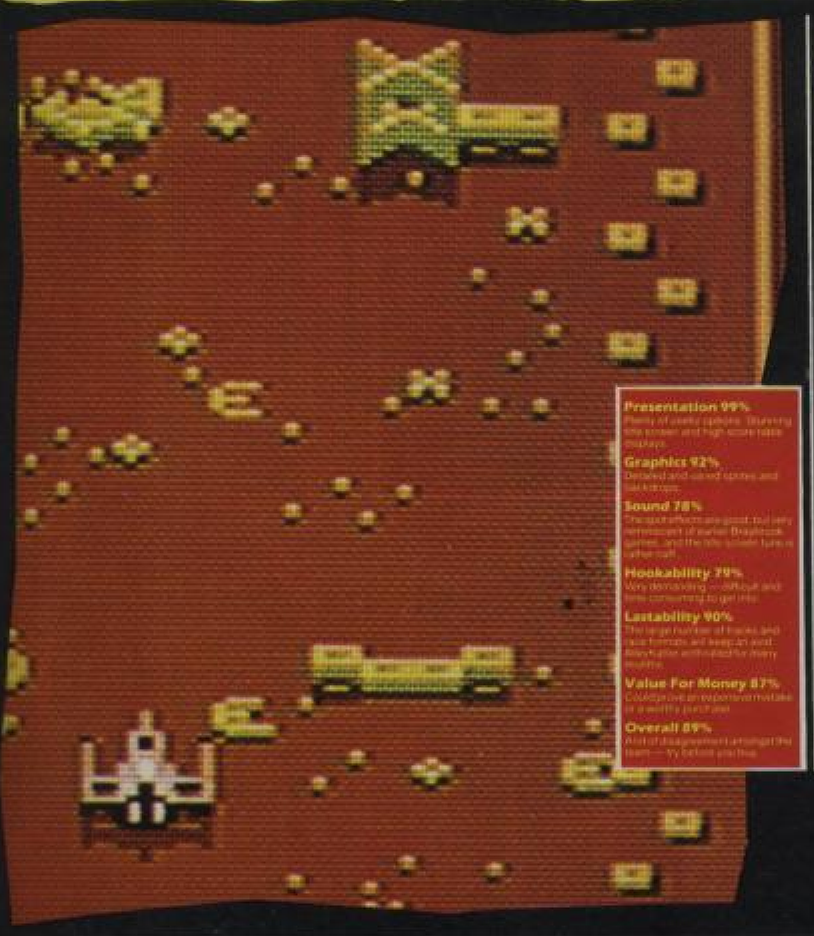
The release of Domark's 'official' version of the classic boardgame was one of a trio of like-inspired trivia games. This one, like Arcana's *Powerplay*, was awarded a Sizzler for its combination of brain-taxing and cute gameplay. All the ZZAP! team admitted to not being into 'using the old grey matter', but enthusiasm was still the order of the day. 'A great trivia game' spurted JR; 'a quality product' spouted GP; 'jolly witty' thought the ever-effervescent RE.

I enjoyed playing this for quite some time, but eventually the slightly laborious question-and-answer sequences and inevitable repetition of questions asked made it less attractive. I much prefer Arcana's *Powerplay*, which better adapted this format to the 64, making it a game I still enjoy.
GH

Being a bit of an impoverished Triv buff, I was keen to try out this cheaper alternative to the real thing, and was suitably impressed. The game uses a question and answer system which both eliminates the ambiguous answer problem that dogs computer quiz games, and keeps the board game's social element.
PG

(Gordon) All marks should go down by 10-20%, apart from graphics, which was about right. I'd give it about 80% overall.

(Paul) I think this was as good an adaptation of the board game as possible, but I have to agree that it would score less highly now. About 85% overall.



Presentation 99%
Graphics 92%
Sound 78%
Hookability 79%
Lastability 90%
Value For Money 87%
Overall 89%

ALLEYKAT
Hewson

Andrew Braybrook's successor to the Sizzler-rated *Uridium* just failed to scrape a similar award. Both Paul Sumner and Jazza Rignall praised it to the skies, using phrases such as 'really pretty', 'absolutely superb' and 'immensely addictive'. Gazza Penn, however, grumbled about the 'very slow' pace and pronounced it 'too tedious to be worthwhile'.

Brilliant graphics and presentation failed to rescue this game from collecting dust after only a couple of months. It's brilliant to pick up and play occasionally, but because of an unspotted 'bug' (you can just race down the right hand side once you've cleared obstacles), it doesn't hold lasting interest.
GH

Alleykat was quite a letdown after Braybrook's former greats, and it didn't really stand up to concentrated play. Of course, the presentation and graphics are superbly implemented, but something lacking from the gameplay didn't have me hooked for very long.
PG

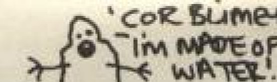
(Gordon) Presentation, graphics and hookability are fine. I think the sound was a little underrated, but the other marks should come down by 10-15% each.

(Paul) Yes, that sounds about right, but I'd also take down the lastability by about 20%. I'm afraid it just didn't have enough of the Braybrook secret ingredient to make as appealing as his former two games.


SPRINGBOARD DIVING – Cool nerves, total concentration, split second timing, and not a small measure of artistic flair will determine your scores as you strive for as near perfect execution as is humanly possible.
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CBM 64
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IBM PC
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ZZAP! COMP

WIN

FIVE LAZER TAG SETS FOR RUNNERS UP!

– and a £1 voucher for every entrant! Cor blimey!

Q: What was the game that kept the whole ZZAP! team from their work, their beds and their bacon butties last month?
A: Armalyte.

THE ORIGINAL ARMALYTE ARTWORK – SIGNED BY OLI!



If you got that question right, you're probably well qualified for this fabbo comp arranged by the mad dogs of the software industry who call themselves Thalamus.

If you didn't know the answer, we'd better fill you in.

Armalyte is the Gold Medal winning space shoot 'em up that not only knocks the socks off the others, but also puts them through a service wash and hangs them out to dry afterwards. Everything about the game is just so unfeasibly HARD that one press of the fire button and it'll kick your teeth in for your audacity.

Anyway, Thalamus decided to let a few astute ZZAP! readers in on the action by giving away the original artwork for the *Armalyte* cover and ad, as painted by our very own Vunder Artiste, Oli Frey. That's for the first prize winner – five runners up will each receive some real-life laser blasting fun in the form of a Lazer Tag gun and sensor set. As if that wasn't enough, the winners will all receive a copy of *Armalyte* to torture their trigger fingers with.

And on top of that, everyone who enters will get a voucher which entitles them to a quid off any Thalamus game ordered direct from the company!

Now, here's what you have to do. On the entry form on this very page, you should see a grid of squares just begging to be filled in. But what to fill 'em in with is the question. Well, no, actually, these are the questions. Just work out the Thalamus-related answers and plug 'em in to the relevant line. As a further clue, we've put in a relevant word to provide some of the missing letters.

1. Boys Without Brains game starring a Synthetic Life Form.
2. Author of *Hunter's Moon* – and ZZAP! Diarist extraordinaire.
3. Part of your brain which sends sensory impulses to your cerebral cortex.
4. First release for Thalamus.
5. Famed Finnish fellow they call the Helsinki Hex Hero.
6. Exeter programmers responsible for the subject of this competition.
7. Triangular prequel to *Armalyte*.
8. Dextrous rolling controlling.

Clue	Letter given
1	A
2	R
3	M
4	A
5	L
6	Y
7	T
8	E

NAME ....

ADDRESS ....

OK – got those? Now, send in your completed entry form to *ARMALOOT COMP, ZZAP! TOWERS, PO BOX 10, LUDLOW, SY8 1DB.* Make sure it gets here by December 12th or you'll have absolutely no chance of winning anything. Sounds harsh, doesn't it, but, well – we're afraid life's like that sometimes.

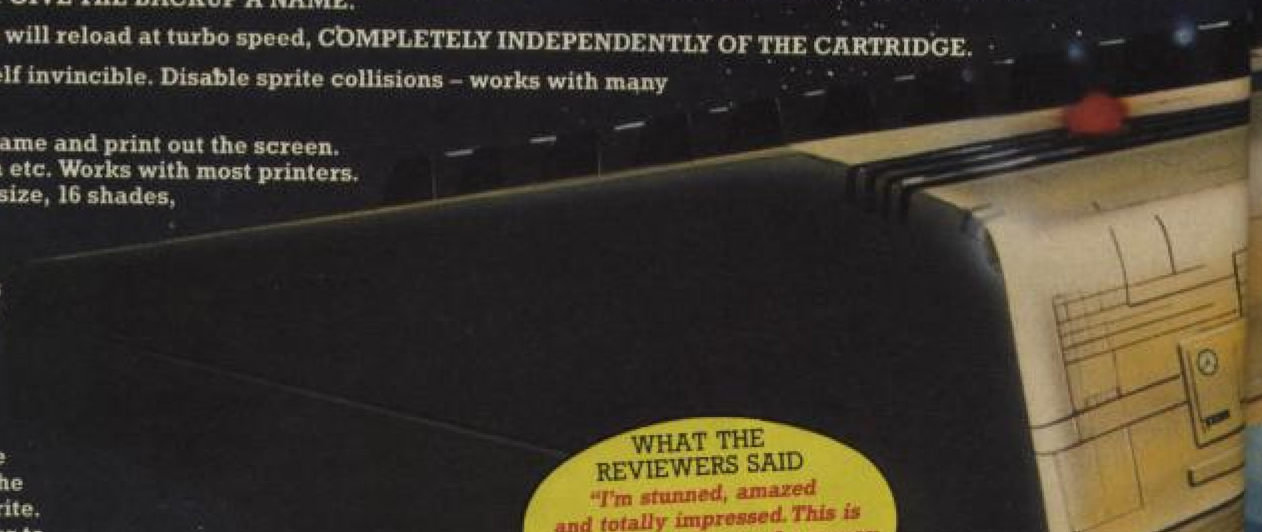
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- **SIMPLE TO USE:** Just press the button and make a complete backup – tape to disk, tape to tape, disc to tape, disk to disk. THE PROCESS IS AUTOMATIC – JUST GIVE THE BACKUP A NAME.
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PRO SKI SIMULATOR

Code Masters, £1.99 cassette

Time to break out ze silly eks-cents und make mit der 'Bend ze kneeez' as you take to the slopes in this game of fun on the piste.

You and a competitor (computer or human controlled) start the game at the top of a snowy slope, depicted in a sort of isometric 3D, the object of the game being to get to the bottom of the run in limit time.

Easy, huh? Well, it would be except for the fact that, to qualify for the next run, you have to get to the bottom of the slope *and* do it by skiing through a series of gates. The joystick or keyboard rotates your ski-er left and right, and the fire button pushes him forward or, on a slope, makes him crouch for extra speed.

Oh, and watch out for the yeti . . .



Another Simulator? Well, I'm not going to complain because this one's really quite good, though I'll admit it's an acquired taste. The skier graphics, though small, are finely detailed, and the slope graphics are really attractively drawn with nice scenery and a good shading system which succeeds in clearly depicting the direction of the slopes. The sound is less impressive and in the game it's restricted to snowy swish noises. The opening sound-tracks aren't too bad, but they're the sort of scratchy electro-bop that you've probably heard on almost every other Code Masters game. Still, good effort, good effort!



Aaaagh! This is so frustrating! The skiers are quite difficult to control because they sometimes get into positions where you can't see which direction they're going. Also, there are times when you have to really thrash away at the poles to get anywhere, and for no apparent reason. Oh, and whenever you crash, you nearly always end up pointing in the wrong direction – just like Code Masters' BMX Simulator**! Maddening! I did eventually get the hang of the game, but even then I found the time limit on the second run too tight. Only buy it if you've a good supply of tranquilizers in the house.**



▲ **Another simulator? Leave it out, darling . . . Still, it ain't half good**

PRESENTATION 67%
Scores on the one and two simultaneous player options and the good screen layout.

GRAPHICS 72%
Small, sometimes indistinct, skier sprites, but nice piste graphics.

SOUND 58%
Familiar electro-bop tunes and swishy skiing noises.

HOOKABILITY 70%
Difficult at first, but it's very much a case of 'once you get the knack . . .'

LASTABILITY 60%
. . . and even when you've got the knack some of the time limits make it a bit frustrating.

OVERALL 73%
An unusual and mildly compelling adaptation of the sport.

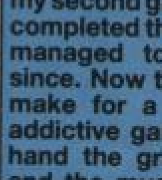
JOE BLADE II

Players, £1.99 cassette

Super-mega-hard man, Joe Blade, has returned to his home city after finishing his army duties, but is not happy to find that it isn't safe for people to walk the streets any more. Even in their own homes the citizens live in fear. Joe decides that something must be done and sets off to put an end to the villains' reign.

You take the part of Joe, and must walk the streets taking out the punks by kicking them in them head. As well as duffing up the thugs, you must rescue 16 citizens by solving a series of sub-games, which involve you rearranging a sequence of numbers.

If you can manage to complete your mission, then you can be proclaimed a suitably hard *maaaaaan.*



I enjoyed playing the original Joe Blade **quite a bit and to this day I haven't quite completed it, so when the sequel arrived, I expected to play a good, challenging game. However, after reading the instructions, I sat down to my second game and promptly completed the mission, as I've managed to do every time since. Now this to me doesn't make for a challenging and addictive game. On the other hand the graphics are okay, and the music is quite good, but anyone with a bit of spare time could watch a demo with neat sound and graphics and be two quid better off.**



You start off playing this by thinking, 'this is a bit of all right'; but when your go gets to about five minutes long, you begin to wonder what's going on . . . What have they done to one of my favourite budget heroes? Waaah! It's all very much the same as Joe Blade**, except the baddies are in casual gear and prison walls have been replaced by city walls. This wouldn't be so bad, but the game's *far* too easy – and that's not really on – not even at this price.**

PRESENTATION 69%
High score table and neat layout, but no options.

GRAPHICS 78%
Tough-man cartoon graphics and generally pleasing, if a little repetitive, backdrops.

SOUND 76%
Decent enough tunes but no sound effects at all.

HOOKABILITY 62%
Easy enough to get into – and fun for a while.

LASTABILITY 15%
So easy to complete it's ridiculous.

OVERALL 38%
Fun for a *very* short while.

▼ **Joe Blade is back!!!! Er, but the game's not up to much**



STREET GANG

Players £1.99 cassette

Mickey doesn't like staying in and watching Blue Peter. He hasn't got enough bottle tops to make an inter-galactic space racer, so he's turned his attentions to the streets.

The streets are full of ferociously violent bloodthirsty hoods – but that doesn't bother our Mickey – he's a man, not a mouse. Armed only with his fists, he's determined to make his way to the east of town where he can work off any aggression he's still got left (a lot by the looks of it) on the notorious rival gang leader, the 'Curl'.

Er . . . and that's it. Well, what sort of a plot did you expect?



The Amiga version made me laugh a lot so I was looking forward to a really hilarious time. I wasn't disappointed either – surprised-looking stickmen, graphically crippled buddhas and what looks like an underground family of mutating moles – really funny. Then I realised this wasn't supposed to be a comedy show but a deadly serious (well, sort of) game. Er... well, what can I say? I didn't want to play for very long – there's little chance of varying your punching movements and not much more motivation to progress. If I'd paid £1.99 for this, even taking into consideration the interesting soundtrack, I'd be pretty upset. I'd much rather spend it on a half of cider, a cheese sandwich and a doughnut.

▼ Aw-right, guv? 'Ow ya doin' me old fruit? Fancy gettin' yer 'ead kicked in?





It's hard to believe that the same team who brought you Great Giana Sisters **could bring you this. If you're looking for a game with oodles of playability and some halfway decent graphics, this definitely isn't it – not unless you call turnip-headed hoods and gangmen in green jogging suits state-of-the-art thugs. The control method is especially designed to give you as little manoeuvrability as possible – it's a bit like trying to swim the English channel in a radiation suit or walking with a rubber band tied round your legs. Painful? Yes. Original? No.**

PRESENTATION 57%
Naff loading screen but nifty scrolling tables.

GRAPHICS 30%
Fairly standard backdrops kindly provide a home for some below-par sprites that no one else seems to want.

SOUND 90%
Psychedelic title track can be mixed and scratched by pressing selected keys.

HOOKABILITY 22%
Not one to grab you by the neck.

LASTABILITY 20%
You might play it once, but you won't want to play it again.

OVERALL 30%
Not one to show off to the gang – but you may get some pleasure out of the music.

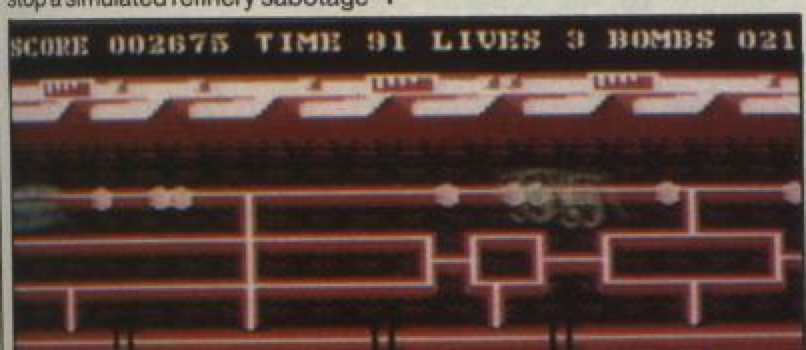
SCORPION

Rack-It, £2.99 cassette

Well, howdy JR! How are things going down at your the litt'l ol' oil refinery?'

'Well Lula Mae, we've just got ourselves a fine new anti-terrorist device. Daddy sure woulda been proud of me. Yep, it's called a Scorpion battle machine. We're puttin' it through some mighty tough tests right now. It's tryin' to stop a simulated refinery sabotage by moving along a network of pipelines, avoidin' movin' obstacles and shootin' all the bomb layers. Not only that, it's also pickin' up the bombs and once it's collected them all up on one layer it just moves right on down to the next . . . Absolutely wonderful, honey.'

'Just like you, tweety-pie . . . '
(QUICK PAN TO FIREPLACE . . .)



▲ The game that would have been better with a sting in its tail



Hey!, I thought – some really neat graphics – and parallax scrolling too – cor! Then I started to play the game. Bland is about the only word that springs to mind. Not that there isn't enough material here. Scorpion **could have been good – in fact, if the control method wasn't so slow and awkward, it might even have been really good, but it's not. By the time you've crashed into your third blob because you didn't make a pixel perfect turn, you won't have much enthusiasm left for the game. In fact, if you're not beginning to show signs of dozing off after twenty minutes I'm a four-legged Dutchman in a penguin suit.** ***(Fancy another fish, Kati? – Ed)***



Pacman **is living proof that a collect 'em up doesn't have to be fancy to be fun.** Scorpion **isn't fancy but because of a really awkward control method, it's not even that much fun. Basically, you just can't move around the screen fast enough to keep away from the skimming blobs and jelly cubes wriggling hot on your trail. If you do get it right, there's nothing to look forward to – just another boring network of joints and pipes. And, as Harold Wilson will tell you any day of the week, once you've seen one pipe you've seen them all.**

PRESENTATION 50%
A few scrolling messages on the title screen and er . . . well, that's it.

GRAPHICS 65%
Glossy pipe effects and some neat parallax scrolling.

SOUND 50%
Funky title music and squirty sound effects.

HOOKABILITY 56%
Just enough to get you into the first level.

LASTABILITY 39%
Not enough variety to keep you playing for long.

OVERALL 56%
One of those games you bring out on a rainy day – and then put away again.

FIFTH GEAR

Rack-It, £2.99 cassette

Ever thought motor racing was a pretty pointless sport? Well, motor races don't come much more pointless than this one – just drive to the end of a course, turn around and drive back. But, (and this but is about as big as that of the fat Houghton) this is an illegal, no holds barred race through country which will test the mettle of the drivers and the metal in their chassis.

Your progress in the race is viewed from above, and the joystick controls steering and acceleration in forward and reverse gears. You start the game with $10,000 to use for buying extra weapons and equipment, fuel and repairs at shops and garages on the way. When, or if, you finish the race prize money is awarded, allowing you to turn your car into an unstoppable race machine.



▲ Well – Paul liked it – but then, he always was a sucker for overhead vertically scrolling *Spy Hunter* variants



While Paul raved about this game, there I was struggling on a small screen area packed with obstacles hampering progress because you have to drive ve-e-e-r-r-ry slo-o-wly between them. I'll admit that I did enjoy the Dukes of Hazzard **style river leaping, and the extra equipment certainly adds to the fun. The graphics and sound are very nice too, and if you can get used to the control method (which is *quite* easy after a bit of practice) there's a good bit of fun to be had from** Fifth Gear.



Although this game looks like Spy Hunter, **it has more of the appeal of** Steer And Go **(anyone remember that?), but with blasting too! Leaping over rivers, torching cars, trucks, trees, helicopters and even trains is enormous fun. It demands quite a bit of skill too, because the number of obstacles in the small play area prevents you from driving too fast until you've mastered the control method and know what to expect from the road ahead. All that only takes a few games, though, and after that I was really hooked. In fact, it would be almost true to say that this game drove me to distraction (who says Tarbuck's old hat?).**

PRESENTATION 69%
Smart high score tables and menus. Control takes some getting used to.

GRAPHICS 74%
Nicely designed cars and scenery which all moves very smoothly.

SOUND 70%
Appropriate jingles and funky title track.

HOOKABILITY 75%
Some setbacks to immediate enjoyment, but once you know what to expect from the game it's good fun.

LASTABILITY 79%
Takes lots of practice just to finish the first race.

OVERALL 78%
Playable and addictive blend of racing and blasting.

PSI-DROID

Zeppelin Games, £2.99 cassette

Let's hope you've been keeping to your service schedule because this little droid is about to hit big. The large cargo craft, *Dregnaught Nine*, is on course for earth – and unless you manage to collect all the pieces of the pulsebomb you stupidly lost on transportation to the ship, earth (including you) has had it. Aaah!

For reasons best known only to your programmers, you haven't got ordinary wheels – instead you bounce about on the ship's inner platforms like a rubber ball. Pods and energy power packs improve your equipment and at intervals you can improve your power by entering a bonus game – a sort of variation on *Space Invaders* (you shoot descending poles instead of ships). Your mainstay weapon is a laser gun. So use it.

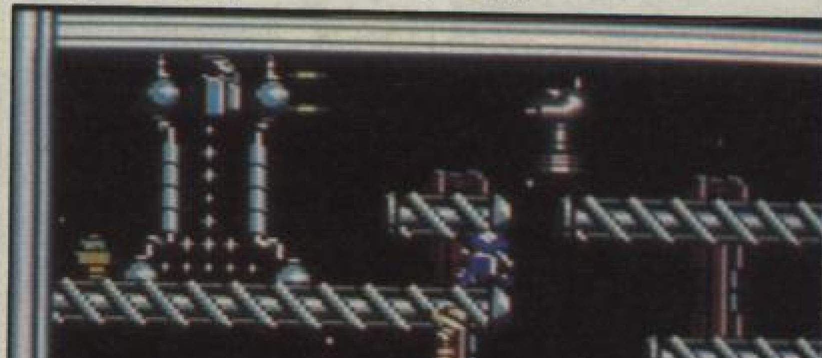


Well – I'm not going to say that this is the most original game the world has ever produced (I'd be lying, wouldn't I?) but I have to admit it's quite good fun while it lasts. The graphics are slick and the bouncing control method isn't accompanied by the same sort of frustration that's been known to spoil so many games. The bonus level certainly helps to break the whole thing up and the environment is large enough to keep you exploring for some time. Question is, would you want to keep playing that long. Haven't we seen all this somewhere before?



Hmmm, I thought, when I looked at the packaging. When I started playing I thought 'hmmm' again. OK, so it's not very profound but what do you expect me to say when there's hardly anything unusual about the game? Psi-Droid **is a competent shot and collect 'em up pretty much in the style of** I-Xera **released a few months back. It's all pretty well presented but there's just nothing to inspire you to get any further into the game. If bland and repetitive gameplay is all you want from your budget game, go out and get this at once. Everyone else would do well to waste a few grey cells thinking about it first.**

▲ Hi, Xera! What do you mean, your name's not Xera? Oh, it's *Psi!* Sorry



PRESENTATION 54%
Generally slick, but nothing to write home about.

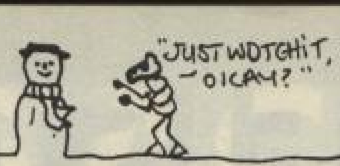
GRAPHICS 61%
Smart silver piping and neat disappearing floors.

SOUND 53%
Bland and uninteresting front end tune plus spot effects.

HOOKABILITY 63%
You want to see how big the network is, don't you?

LASTABILITY 52%
Once you've seen it though, you probably won't be burning to play again.

OVERALL 60%
Nothing outstanding – see if it grabs you first.



SLAYER

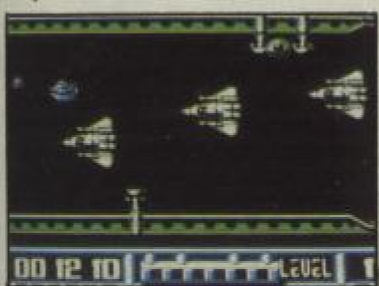
Rack-It, £2.99 cassette



Somewhere, in the far-off reaches of space, trouble is brewing. Alien hordes are arming themselves and blasting anything that approaches their station. It's up to you to put a stop to them. After all, you are the *Slayer*, the vigilante of the spaceways.



▲ You move in the strangest social circles, you know



▲ Eat laser death, alien scumbags!

To stop the aliens from carrying on in their nasty habits, you must fight your way to the centre of their system, destroying everything that gets in your way. If you find that continued blasting at an object fails to kill it, then may we advise you to avoid it instead. If you get fed up of your on board laser, then why not pick up one of the aliens' systems and use those instead? Such items include extra-fast lasers, up and down guns and circling drones. Also along the way are items that may cause the aliens to shout, 'No! Don't touch that! That's . . . AARGH!' just before they are blown to bits when you pick up the smart bomb. At the end of each section stands a guard droid, which takes a severe blasting before it relents and allows you to pass on to the next stage.

And if you think that's all there is to it, you're in for a nasty surprise – 'cos these aliens are tough!



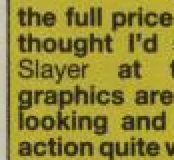
First we had Salamander, **then** Katakis **(shhh! not allowed to mention that!) and now we've got** Slayer **– the best budget right-to-left scroller this year! Although it doesn't match the high standards of those full-price giants, it's a great pocket money game – one that you'll pick up next year and play again. It reminds me most of that other Hewson shoot 'em up,** Zynaps **in design and play – but where** Zynaps **was a bit too hard and frustrating, the balance of difficulty and progress here is just right. Well worf the dosh, I'd say (if I was a gorblimey Cockney and not a four-legged Dutchman in a penguin suit).**



This is actually quite similar to Thalamus' Armalyte, **and as such it's extremely playable. The collision detection is quite generous on the landscape, so that when things get tight, you don't always have to worry about being pixel perfect. The gameplay is where** Slayer **comes into its own, though: being armed with a full array of rotating add-ons and multi-directional missiles is a great feeling! (Right on, brother). The only fault I found with it was the excessive toughness of killing the first end-of-level alien – but the rest of the game more than makes up for this. Miss** Slayer **at your peril!**



▲ It's good 'n' tough and you've gotta be rough to get . . . er . . . some stuff (crap captions Inc)



I always thought that shoot 'em up games of this type were the sole property of the full price market – I never thought I'd see a game like Slayer **at this price. The graphics are suitably metallic looking and suit the blasting action quite well – I particularly liked the snakey thing and the pick-up icons. The sound is pretty much up to the standard of a ten quid game and the presentation is – well, it's *all right*. What really makes this follow in the footsteps of games like** Armalyte **(though it never quite reaches the same frenetic standards) is the gameplay: lots of blasting and dodging put together brilliantly. Don't miss it, because it's one of the budget shoot 'em ups of the year.**

PRESENTATION 60%
Two-player option, neat screen layout and that's about it – who needs anything else with gameplay this good?

GRAPHICS 80%
Very well designed alien landscapes and some brilliant snakes – even if they *aren't* original.

SOUND 75%
A decent intro tune and some impressive in-game effects – unusual for a budget game.

HOOKABILITY 90%
Instantly addictive once you've begun to pick up all those weapons.

LASTABILITY 78%
The first level is a tough one to crack, but once you do, there's no stopping you having more goes.

OVERALL 90%
A brilliant budget version of the best of recent full-price shoot 'em ups.


FIVE FIST-FULLS OF
MOTOR MASSACRE
The holocaust has come, laying waste cities, continents and civilisation. Out of the devastation emerges a breed of survivors merciless in their greed for simple possessions, barbaric in their thirst for power and dominance. To live even a day is hell, to achieve fame and wealth is deadly. You must fight your way to the Demon Dome and then compete in the most horrifying carnival of motor destruction ever conceived, forcing your opponents into the endless chasms of darkness, before you emerge Supreme Gladiator... supreme that is until the next round of motor massacre.
CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
AMIGA £19.99 disk
TECHNO COP
Step into the future... technology has overtaken society – the rich are richer, the poor are poorer – chaos, unrest, destruction... lawlessness reigns, terror rules. But this is your territory, your assignment with death. These are your streets and you have volunteered to clean out the scum, destroy the streetgangs and eliminate the deviants that pollute your city. Yes you have your beloved sleek racer, but armed with only stun gun and keep net what skills do you possess to neutralize the many hundreds who lie in wait for you? Being a cop is always dangerous, being a cop of the future is a step into the unknown.
CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
AMIGA £19.99 disk
IBM PC £19.99 disk
GREMLIN
Screen shots from various formats.
Gremlin Graphics Software Ltd., Alpha Ho



FEROCIOUS ACTION
DARK FUSION
nly the elite pass the three phase test of the Corps of Guardian Warriors – co-ordinated fury in destruction of the mutant hordes of the underworld; supreme command skills in frantic defence against the invading alien ace fleets and merciless nerve in oody battle against the monster of the Pit of Despair. Then the al chilling decision – enter the tamorphosis Chamber to fuse forms with your vanquished or face your next challenge with only the powers your ortal form bestows on you.
BUTCHER HILL
Tension mounts as you navigate the murky waters in your motorised dinghy, seeking out vital supplies and ammunition careful to avoid enemy mines and aerial bombardment. Landfall... deep in the heart of the Vietnamese jungle, heavy with the odour of death, concealing deadly mantraps and enemy gunposts. Panic... an unknown village. Friend of foe? Whichever – the final obstacle between you and your ultimate goal – the assault on Butcher Hill.
CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
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ARTURA
Stand proud Artura – son of Pendragon – and set forth on your quest to unite the warring kingdoms of Albion in this age of bloody war and mysterious magickes. Your task is to rescue Nimue from the clutches of your evil half-sister, Morgause for which only your fearless nerve and superior fighting skills and the mystical wheel of Cerriddwen will overcome the ghouls, spiders, soldiers and giant rats you encounter.
CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
BUTCHER HILL
Artura
GREMLIN
00065
a Hou Carver Street, Sheffield S1 4FS. Tel: 0742 753423.

BUDGET TEST



PULSE WARRIOR

Mastertronic, £1.99 cassette

As if life wasn't hard enough in space, what with zero-gravity toilets and all, there's always some alien life form or other wanting to invade your orbiting energy collection station. Today it's your turn to repel the alien boarders, but not having any weapons on board, you've had to put some extra shielding on an old Hull-Crawler and use it to bounce linear energy pulses into the enemy spacecraft.

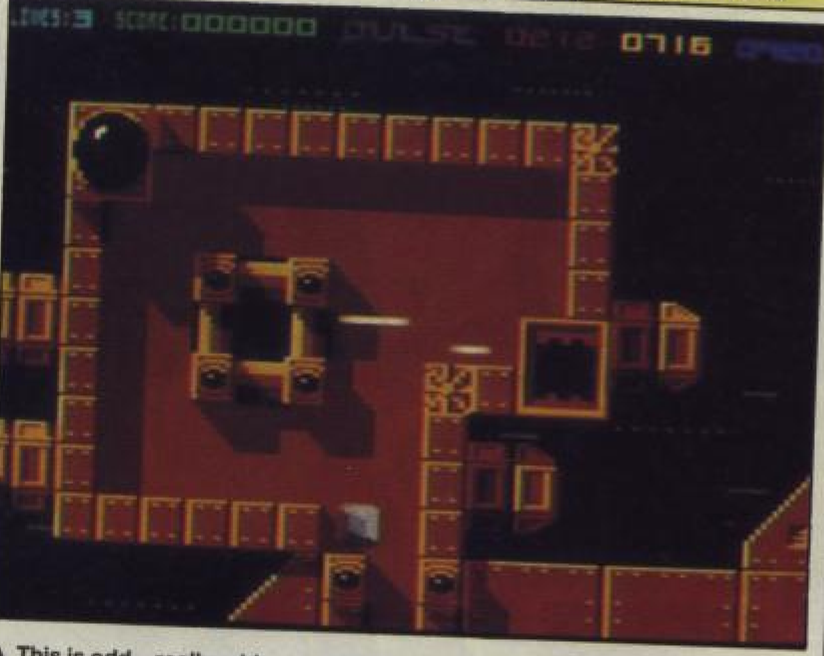
Single pulses are too weak for this so the crawler must first bounce them into a lens where they are focussed then shot out again as one large pulse. This rebounds around the surface until you can manoeuvre it into a hole in the deck where the aliens appear. Once this is done you can move on to the next section of the station.



My initial bemusement with this game almost had me writing a condemning review, but it only took a short time at the joystick to make me realise that Pulse Warrior **isn't a bad little game at all. The graphics are good, the music and sound effects are good and the gameplay is . . . very good. A space setting like this for a puzzle game is pretty unusual and that in itself makes the game a bit more interesting to play. My only worry is that there isn't an awful lot of variation in the game beyond the differing deck plans. Still, at the price you can't really go wrong with this little number – check it out.**



If you were just to lift this off the software shelf and look at the screenshots on the packaging, you'd probably think this was a Star Force**-style shoot 'em up. The surprise is it's quite an addictive puzzle game, with a fair wodge of enjoyment – and frustration – guaranteed. It took a while to fill in for the inadequacies of the instructions, but after a few minutes play I soon got the hang of the game and after that I was loath to leave it. Well worth a look.**



▲ This is odd – really odd – no *really really* odd. Good, though

PRESENTATION 50%
Options only extend to joystick or keyboard control and instructions could be clearer.

GRAPHICS 71%
Smart bas-relief station decks.

SOUND 73%
Good electro-rock soundtrack with a few spacey sound effects.

HOOKABILITY 78%
Once you've worked out what you're supposed to be doing play becomes quite compulsive.

LASTABILITY 73%
Lots of deck plans, but no major gameplay variations.

OVERALL 78%
A novel and compelling puzzle game.

HOPPER COPPER

Silverbird, £1.99

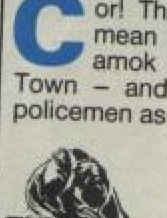


Cor! There are some really mean baddies running amok down in Groove Town – and some pretty thick policemen as well, by the looks of things. Four armed and dangerous criminals have stolen the entire fleet of police cars and the only PC left on the beat is you. You really have been caught on the hop this time – the only remaining form of transport available to you is a child's astro hopper. Cool or what?

Well OK, so maybe it's not the latest in street accessories but it does come in pretty useful for squashing villains. As you bound about the streets minding everybody else's business you'll find a message at the bottom of the screen giving the location of the nearest crime. Hop along there, Cassidy, and you could be well on your way to getting more points than you ever dreamed of.



'Ello, 'ello, looks like we've got a bit of a turkey here – and not one you'll be carving up on your dinner table either. Whatever you do, don't ask your Grandma to get you a copy of this for your stocking because you sure won't be playing it for long. There's nothing wrong with the presentation as such but when it comes to manoeuvring your hopper and jumping on the baddies – watching the needles fall off the Christmas tree would probably bring you about the same amount of fun. Unless it's the only alternative to being gagged, bound and thrown out of the window, give this one a miss.



Well, I reckon they've definitely been running out of ideas down at Prune Software headquarters: I mean, a policeman on an astro hopper! They must really have been scraping the barrel when they came up with that. Not that I'm averse to totally silly scenarios (the more the merrier, I say) – but it usually helps if there's a game to match. I must have spent ten minutes hopping around scouring the landscape, getting into Groove, before anything remotely exciting happened. The messages at the bottom of the screen may suggest deep and meaningful things to little green men from Mars but they certainly didn't help me. If you see this lurking innocently on a shelf, ask it politely to hop off.

PRESENTATION 51%
Cute front end animation and option to switch the sound off.

GRAPHICS 57%
Samey multi-coloured street scenes, nicely animated sprites.

SOUND 61%
Bouncy (!) *Starsky and Hutch*-style music which is best switched off.

HOOKABILITY 45%
Well, it looks quite good, so you might as well have a go . . .

LASTABILITY 21%
. . . but once you've played it you won't want to play it again. Budding policemen (and everyone else) steer clear.

▼ Hopper Copper, show stopper, arrests an innocent shopper and pulls his chopper out



CHEAP SKATE

Silverbird, £1.99

It's obvious really. You're the new kid in town, so all you want to do is make loads and loadsa friends. It's a pretty good job then, that your best friend, for the moment, is a skateboard. You may look like a nerd most of the time, but when you get on that groovy piece of wood you start to look like a nerd with some power.

Anyway, your spots can't be that bad because the leader of the local 'boarding' gang has offered to give you a membership test. All you have to do is cope with fire-balls, rolling spheres and head-height bars.

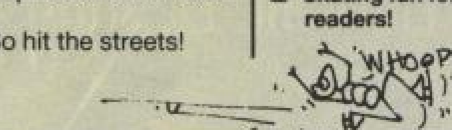
Got that? So hit the streets!



I'm not the world's greatest skateboarding fan (all the boards I ever had just snapped) and I've never been very good at getting the hang of skateboarding sims, but this one was just about easy enough – even for me. You don't have to spend ages working out the control method or trying to execute that perfect back flip – just grab hold of the joystick and get stuck in. I'm not sure about the lastability though. It's hard to see exactly what's ahead so you really need to have memorised the course. That's OK for the first four gos but maybe not the fifth or sixth . . .



▲ **Skating fun for only a few pennies, readers!**





Right! Let's get straight down to the nitty gritty. Do you want a proper skateboard sim with plenty of complicated manoeuvres and incredibly complex jumping opportunities, or not? If you do, get yourself a copy of Code Masters' Pro Skateboard Sim **because that's a lot more like the real thing. On the other hand, if you just want to muck about or can't think of a present to give your brother (what do you mean you're not giving him anything?) give this a go. I'm not saying it's as easy as falling off a log but who ever said that games had to be easy to be fun? Anyway, what else are you going to be doing on those long and boring winter nights? On second thoughts, don't answer that.**

PRESENTATION 57%
Smart loading screen and detailed info panel but that's about it.

GRAPHICS 64%
Interesting scrolling angle, clear and detailed sprites.

SOUND 65%
A tune to go skateboarding to.

HOOKABILITY 64%
Lively enough to grab you straight away.

LASTABILITY 59%
Memorising the levels might get slightly tedious.

OVERALL 64%
A cheap skate for all the family – and you don't have to be an expert.

PRO SKATEBOARD SIMULATOR

Code Masters, £1.99 cassette

After years of skating about, sending pedestrians running for cover and learning all the words in *Dr Evans' Dictionary of Totally Radical Slang*, you're finally a professional skateboarder.

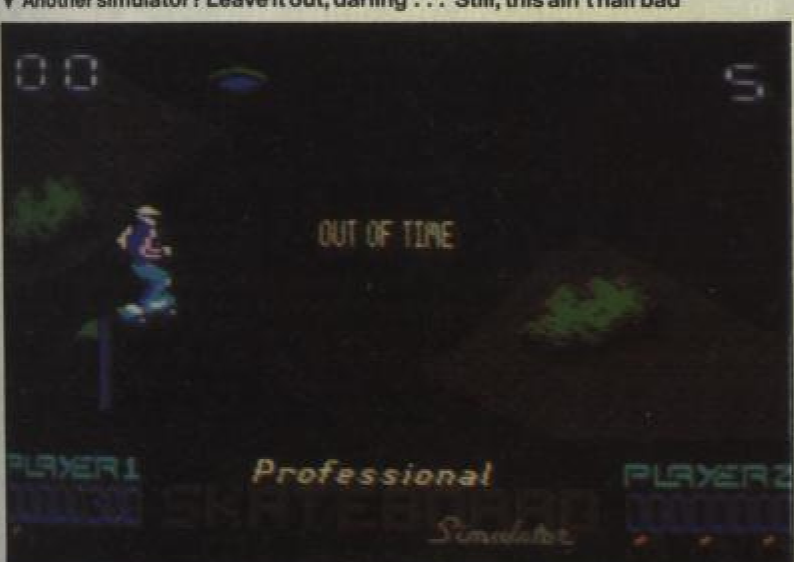
Your job requires you to leap and skate around scrolling 3D skateboard parks, collecting lots of flags which are making the place generally untidy. Time, of course, is of the essence, and if you don't clear up the flags pretty damn quick, you have to go right back to the beginning of the course and start again.

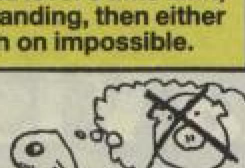
If you do finish, play progresses to a vertically-scrolling cross-country race, in which you have to skate around trees, between buildings and over bridges. Again, you have a set space of time to skate the course and collect pairs of flags arranged as gates. Beat this and it's on to the next of the seven levels.



This game and Pro Ski Simulator **certainly represent a marked improvement over some of the other ropey** Simulator **titles. Both sections of** Pro Skateboard Simulator **are very well presented graphically but I'm a little dubious about the game's lastability. It's really difficult to beat the second level's time limit, and if the parks after that are even more demanding, then either I'm missing something or they have to be nigh on impossible.**

▼ **Another simulator? Leave it out, darling . . . Still, this ain't half bad**







As Code Masters' Simulators **go, this has to be one of the best. For a start it has** GEORDIES OK **written in the highscore table! The game is really well presented otherwise, with loads of player options and even a hidden game (though I couldn't actually get it to work). The main game is just as good, with two very playable sections, the first of which resembles Atari's 720°. Play is a little difficult on the later levels, but I didn't find the enjoyment wearing off for quite a while. Well worth two quid.**

PRESENTATION 86%
Lots of options to change number of players, lives, joysticks and the ability to restart on the last level reached.

GRAPHICS 75%
Both sections feature good sprites and backdrops and smooth scrolling.

SOUND 71%
Funky tunes play throughout.

HOOKABILITY 79%
Excellent presentation makes the action easy to get into.

LASTABILITY 70%
Seven levels, but high difficulty level makes any progress beyond the second rather frustrating.

OVERALL 79%
One of Code Masters' best *Simulators* yet, but probably more suited to the more accomplished games-player.

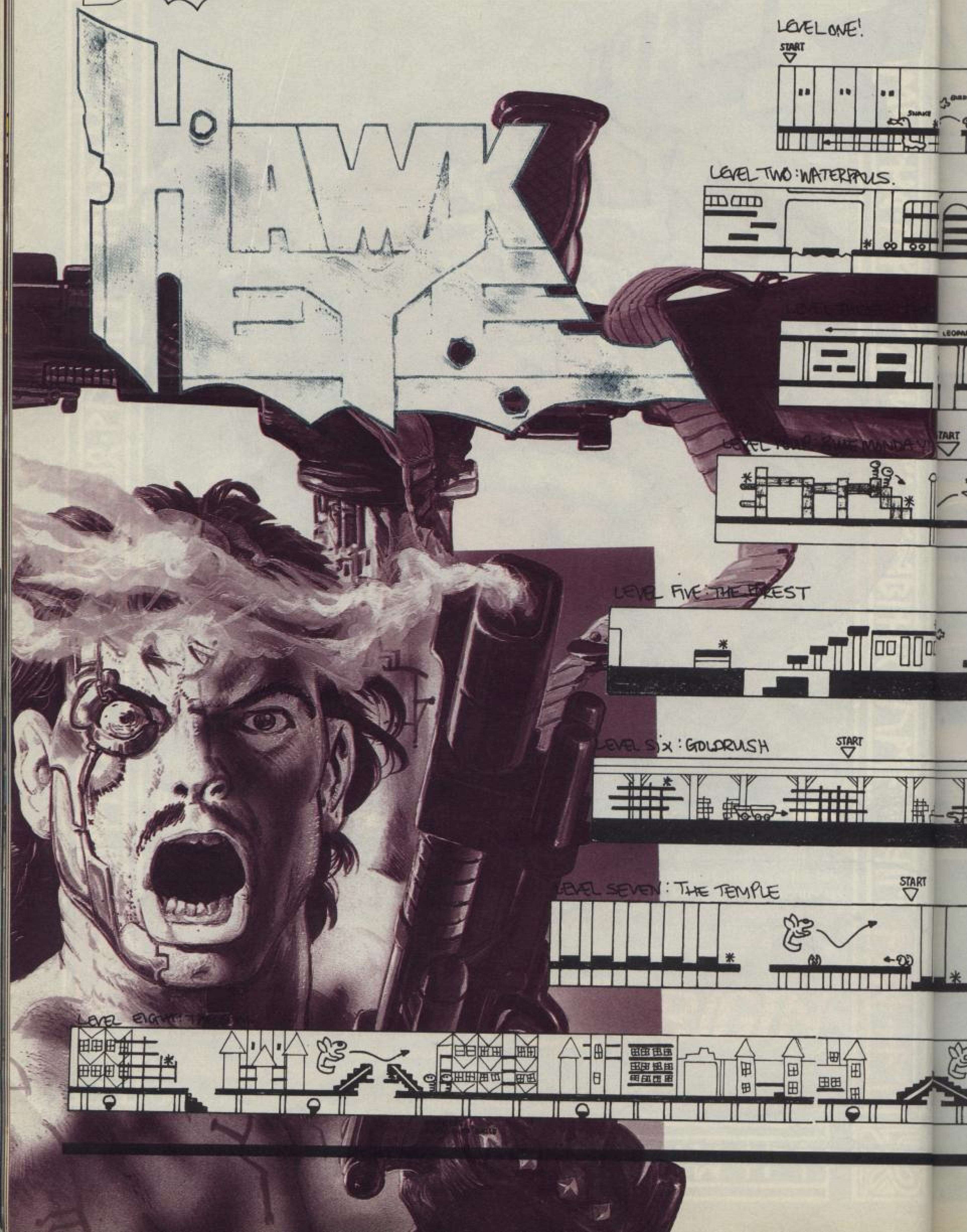


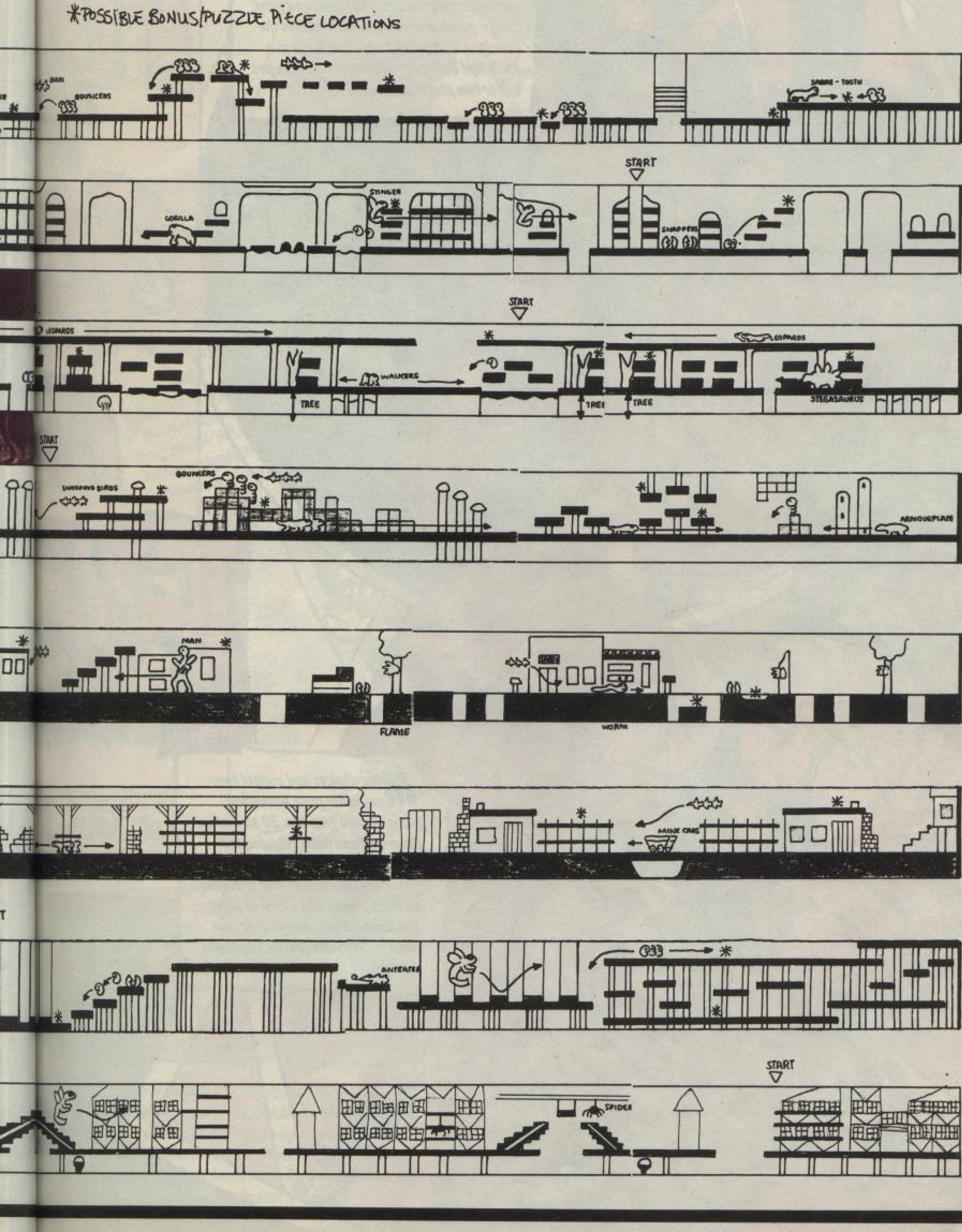
Season's . . . er, pardon me, my ear is full of milk. Ah, that's better. Now then, as I was saying, season's greetings, my cheating chums, and welcome to the Christmas 15 page fat-git edition of PG's Tips.

You'll notice that by popular demand I've started to include a few Amiga tips this month, and in an outrageous feat of favouritism I've awarded pride of place to our map of the game that can do no wrong, Rainbird's Starglider 2, which was drawn by a certain Mr Matthew P Evans (dunno who he is) and my very good self (don't know who he is either). You may be interested to know that the maps were drawn on the office Amiga using Deluxe Paint and Photon Paint and we reckon the results are pretty good. But then we're inclined to be just a teensy bit biased in that respect so I'd be interested to hear what you think of them (and indeed about the inclusion of Amiga tips).

Also running this month we have a map and some handy hints for that brilliant Lucasfilm arcade adventure Maniac Mansion, along with maps and tips for Vindicator, Hawkeye and Knight Tyme. All this and much, much more . . .

Oh by the way, I have to say hello to a couple of people. First, Happy Birthday and big kisses to the lovely Yvonne who slaves away down in Art. Next it's hello to Jason B, who I just missed talking to at the PC Show, the Iceni Software boys and everyone else I *didn't* miss talking to at the PC Show (there *were* a lot of you). Cripes, what is this, the Compunet page? On with the tips!!


HAWKEYE
LEVEL ONE!
START
SNAKE
LEVEL TWO: WATERFALLS.
START
LEVEL FIVE: THE FOREST
LEVEL SIX: GOLDRUSH
START
LEVEL SEVEN: THE TEMPLE
START


*POSSIBLE BONUS/PUZZLE PIECE LOCATIONS
BOUNCERS
SABRE - TOOTH
START
STINGER
GORILLA
SNAPPERS
START
LEOPARDS
WALKERS
LEOPARDS
TREE
TREE
TREE
STEGASAURUS
START
SWOOPING BIRDS
BOUNCERS
ARMOURPLATE
MAN
FLAME
WORM
MINE CARS
ANTEATER
START
SPIDER


T.K.O.
Arcade style, split-screen boxing game. Large animated graphics, realistic first-person perspective and great overhead view. Land a punch and your opponent shows the damage – everything from a black eye to a split lip! Defensive and attacking strategies, one or two player capability.
More choices and control than any other team basketball game. Superb graphics, 3D animation, three-on-three team play and full court action.
Individual talents and strengths for each player, and a host of plays and shots for you. Design your own plays with the exclusive 'Playmaker' feature.
FAST BREAK


The most realistic computer tennis game ever. Full tennis court 3D view, great graphics, and three levels of difficulty. Choice of grass, clay or hard court surface. Complete array of top-spin, slice, smash, lob, volley, forehand and backhand strokes.
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THE ULTIMATE SPORTING ACCOLADE!
You don't just play the games in the Accolade Sports Series . . . you live them. Using graphic 3D animation techniques, our software designers have created the most stimulating sports simulations around.
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RACK'EM
A pool and snooker simulation following real match rules. Animated 3D views including superb overhead view for aiming. Choose the object ball, pocket, aim and shot power. Customise the game to your own house rules. Design your own trick shots and save the best to memory.
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4 SOCCER Simulators

1 11-A-SIDE SOCCER
2 INDOOR SOCCER
3 SOCCER SKILLS
4 STREET SOCCER

RICHARD DARLING
Research and Development

DAVID DARLING
Television Promotions

Richard – 'Pro Soccer's got everything! There's four soccer games – 11 A-Side Soccer, Indoor Soccer, Street Soccer (fouling allowed!) and Soccer Skills (with skill training – penalties, pushups, sit ups, weight lifting, dribbling and more!) – Superb Value!'

David – '. . . and Pro Soccer's got simultaneous 4 player action! It's taken our team of "Code Masters" over a year to perfect these football games. Don't miss out on the best all action, 4 player, football game ever! Absolutely Brilliant!'



AMSTRAD SCREEN SHOTS

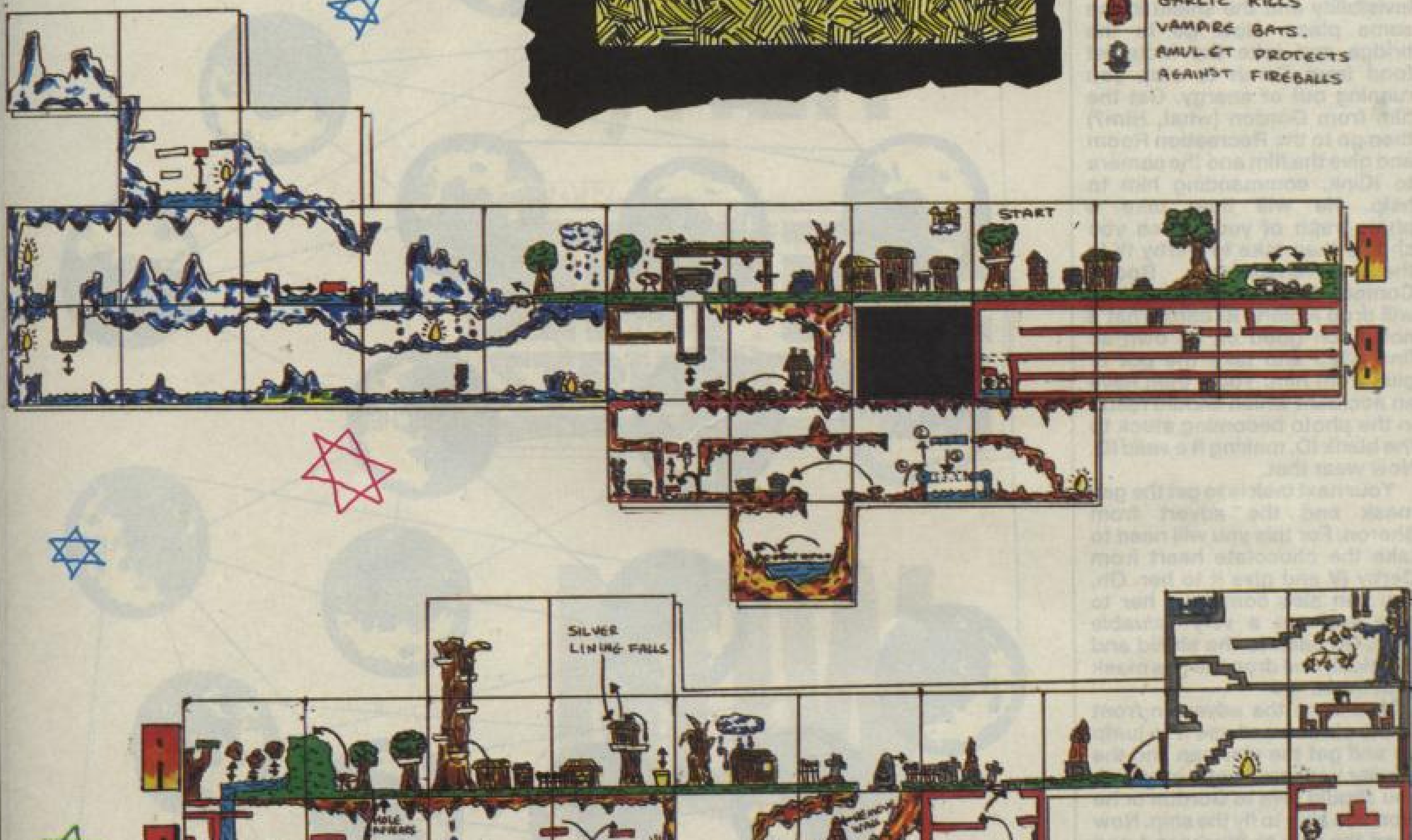
Code Masters GOLD

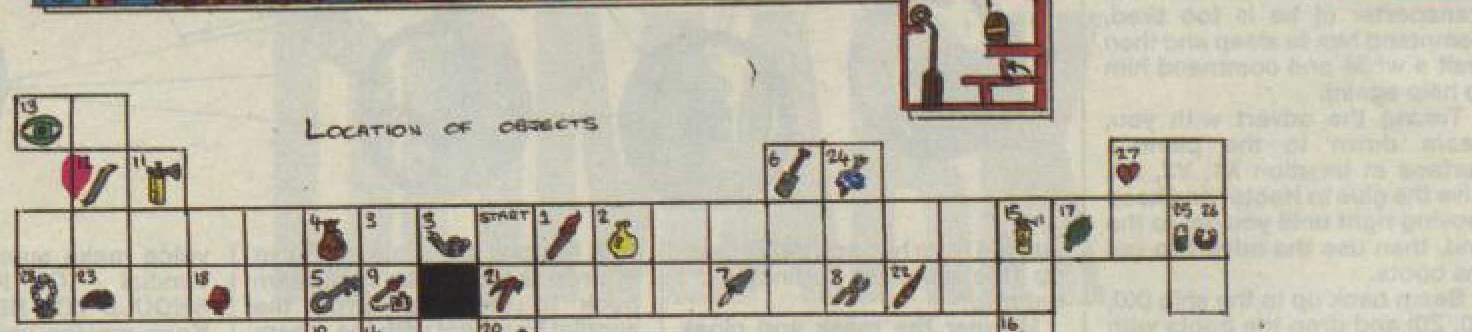
£9.99	COMMODORE C64 TAPE	(DISK £14.99)
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DIZZY

- MINERS HAT DESTROYS APPLES
- FREE BIRD SEED KILLS BIRS
- INSECTICIDE KILLS SPIDERS
- GARLIC KILLS VAMPIRE BATS.
- AMULET PROTECTS AGAINST FIREBALLS





1. TORCH
2. BOTTLE
3. GREASE GUN
4. FREE BIRD SEED
5. GRAVEYARD KEY
6. SPADE
7. MUSHROOM TROWEL
8. BOLT CUTTERS
9. GHOST LASER
10. RAINCOAT
11. DRY ICE
12. CROWBAR
13. EMERALD EYE
14. MINERS HAT
15. INSECTICIDE
16. SHARP DIAMOND
17. DUCK FEATHER
18. GARLIC
19. PURSE OF GOLD
20. 3 IN 1 OIL
21. RUSTY PICK
22. JEWELLED DAGGER
23. LEPRECHAUNS WIG
24. CLOUDS SILVER LINING
25. TROLL'S BREW
26. HORSE SHOE MAGNET
27. BROKEN HEART
28. AMULET

MAP BY THE MASKED MAPPER

KNIGHT TYME (MAD)

After the recent release of this budget binary bon-bon I was flooded with letters from eager tipsters hoping to nab the free software with their solutions. Well, sorry guys, no software, but if it's any consolation, here are your names – Marc Holland of Eastbourne, Steven Lonsdale of Sheffield, Matthew Upton of Elmley Castle **and** Julian Neale of Sutton. **Right, now here's the solution – and try to resist the temptation to use it if you think it'll spoil your enjoyment of the game!**

Start off by unwearing and dropping both the cloak of invisibility and the shield in the same place. Now go to the bridge and take the Mctablet food from Sarah to stop you running out of energy. Get the film from Gordon (what, Him?) then go to the Recreation Room and give the film and the camera to Klink, commanding him to help. He will then take a photograph of you, which you should then take to Derby IV in the Transputer Room. Command him to help and he will drop a blank ID card. That's not much good on its own so find S3E3 and take the pot of glue from him. You'll then have an accident which should result in the photo becoming stuck to the blank ID, making it a *valid* ID. Now wear that.

Your next task is to get the gas mask and the advert from Sharon. For this you will need to take the chocolate heart from Derby IV and give it to her. Oh, you can also command her to help and get a *very valuable clue*. Go back to the shield and the cloak and drop the gas mask with them.

Now drop the advert in front of the airlock and use it to jump up and get the starmap and the pewter tankard, both of which you should give to Gordon or he won't be able to fly the ship. Now send the ship to Starbase 1 and on arrival, command Gordon to help and he will fix the transporter (if he is too tired, command him to sleep and then wait a while and command him to help again).

Taking the advert with you, beam down to the planet's surface at location X1, Y2, Z3. Give the glue to Hector and keep moving right until you get to the end, then use the advert to get the boots.

Beam back up to the ship (X0, Y0, Z0) and drop the boots with the cloak, the shield and the gas mask, refuel the ship (it's a good idea to try this at every planet), then fly to Monopole. When you arrive, wear the cloak and the gas mask and beam down to X1, Y8, Z4.

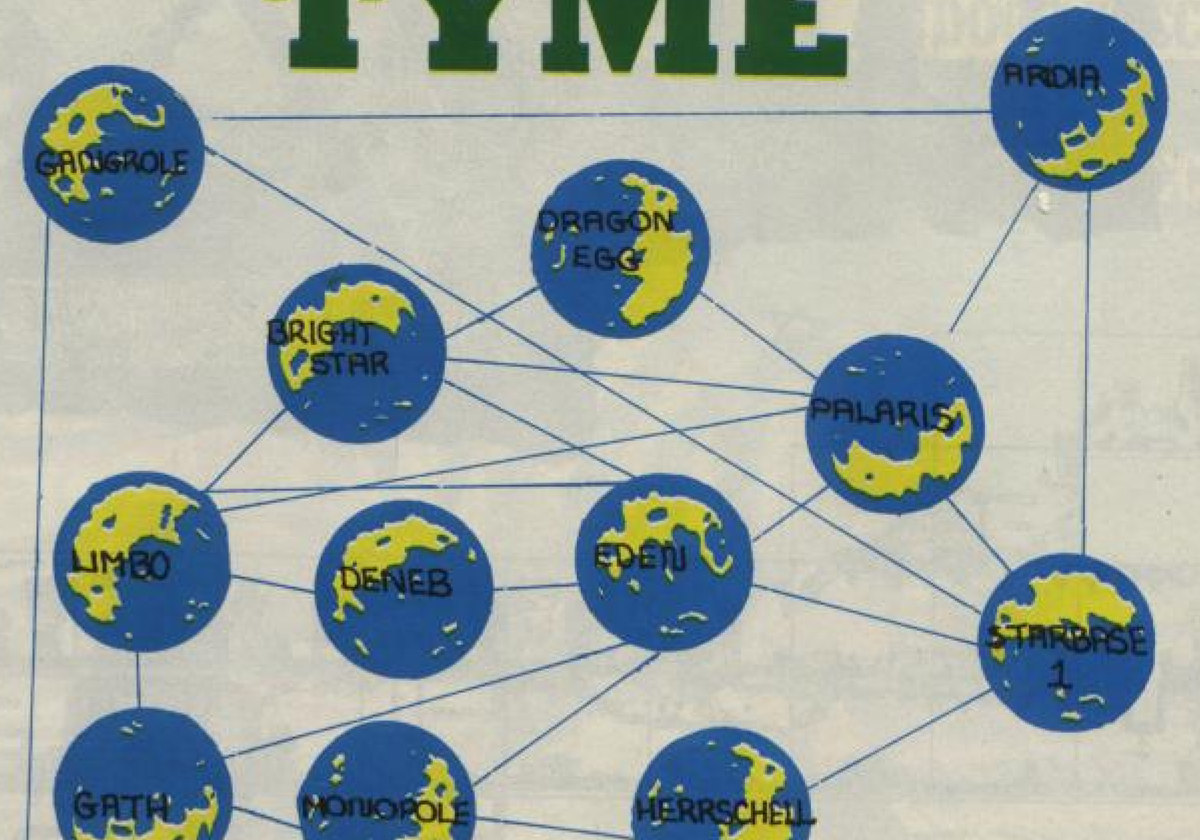
Go towards the right and pick up the first piece of the sundial. Now find Hooper and take the magic talisman and the piece of sundial from him and beam back up (the same co-ordinates as before).

Unwear the mask and cloak and drop them where they were before, then wear the talisman.

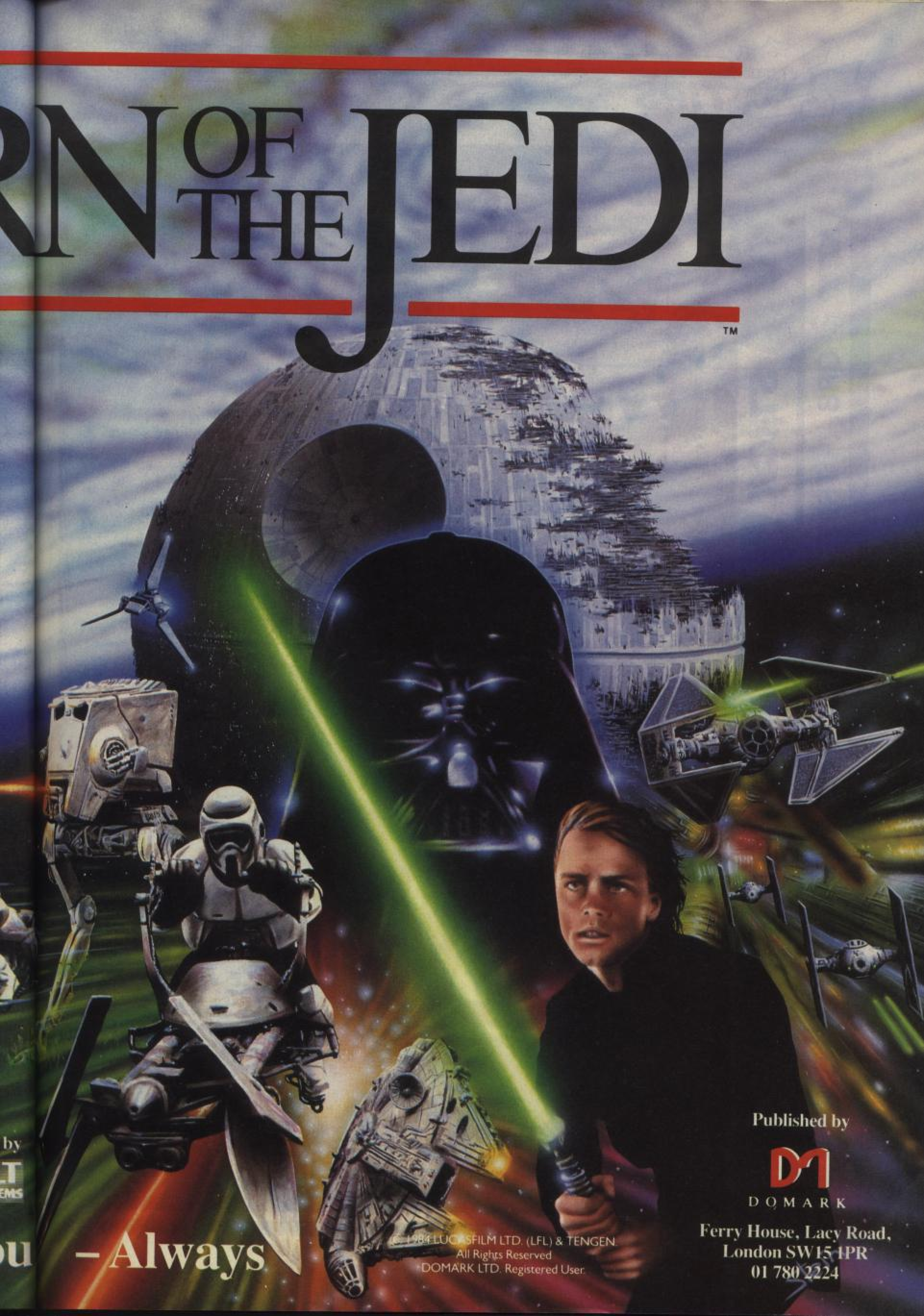
Drop the pieces of the sundial in a heap and fly to Retreat, where you should once again wear the cloak, boots and gasmask and beam down to X8, Y4, Z1. Find the barrier, check you are wearing the talisman and cast the 'Remove Barriers' spell. The last piece of sundial is with Murphy and once you have it, drop the talisman and beam back to the ship. Drop the sundial fragment with the others and then unwear everything you don't need. Cast the 'Lightning Bolt' spell at the pieces of sundial to fuse them together, forming the Golden Sundial of Alpha. Take the sundial and fly to Outpost.

Wear the boots, cloak and gas mask and beam down to location X8, Y9, Z6 and move to the right. When you hear the voice make sure you have the sundial – ON NO ACCOUNT SHOULD YOU BE WEARING IT! Keep moving until you find the Guardians of Tyme who will give you a message. Beam back to the ship and fly to the black hole at Gangrole. Move to the far right of the ship and you should find a broken time machine has appeared. Fix it by casting 'Lightning Bolt' at it, make sure you are at the black hole and launch the time machine to finish the game . . . Phew!

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THRUST II
START
SURFACE
STICK
ACHING
WALKMAN
KEY O-ORB, -TREE, -GROUND, □-AGENT
MAP BY PAUL ROACH
ETCHED BY MEL FISHER

BEYOND FIREFLY MEGA-MUZIK

Inspired by Firefly**'s above named music hack,** Mellow-Man **of Hippotech has sent in this adapted listing with some more code numbers to get the tunes of your choice shaking those speaker cones.**

First type in the BASIC program and save it to tape or disk for future use. Now LOAD **in one of the games listed below then reset the computer and** LOAD **the hack program back in and** RUN **it. When prompted type in the X and Y values which correspond to your game, pressing** RETURN **after each, then settle back and relax as your favourite music floods forth from the computer. You can even speed it up or slow it down by typing in** POKE 56501, (any number between 0 and 255) **while the music is playing.**



```
10 REM FIREFLY MEGA-MUSIK ROUTINE V2
15 FOR A=832 TO 856: READ B: POKE A,B: NEXT A
20 FOR C=4608 TO 4655: READ D: POKE C,D:
E=E+D
25 NEXT C
30 IF E<>4396 THEN PRINT 'ERROR': STOP
40 INPUT "ENTER X VALUE ";X
41 INPUT "ENTER Y VALUE ";Y
4? POKE 4649,X: POKE 4650,Y
43 SYS 4608
44 END
100 DATA
162,0,160,200,200,165,253,160,250,200,208,252,2
32,142, 133,208,142,32
105 DATA 208,224,12,208,235,96,0
110 DATA
120,169,15,141,24,212,169,18,141,20,3,169,18,141
,21,3, 88,96,169,53,133
115 DATA
1,32,40,18,169,55,133,1,169,75,141,181,220,169,5
9,76,49, 234,0,32,4,226
120 DATA 32,69,3,69,3,96,189
```

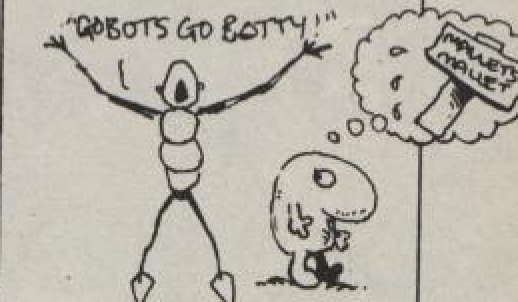
GAME		
THING ON A SPRING	18	192
USAGI YOJIMBO	4	226
SANXION (LOADING MUSIC)	9	240
SANXION (IN GAME)	16	192
RISK	81	195
MONTY ON THE RUN	18	128
AUF WIEDERSEHEN MONTY	15	228
MISSION AD	1	64
HUNTER PATROL	9	160
FRANKIE GOES TO HOLLYWOOD	71	103
STAR WARS	50	245
QUEDEX	8.	65
BOMBJACK	72	116

GHOSTBUSTERS (Ricochet)

Paul Woodhouse **of Victoria in Australia found that the tip printed for this game in the October issue didn't work on his version of the game and so he suggests the following method for amassing loadsamoney with norralorra effort. Load the game, let the theme tune play through and sing along if you like, then when the dog starts howling, press the fire button to start. Now, when the computer asks you to enter your name, type** Parker Ray **and enter your account number as 4444. Now watch in awe as the computer tells you that you have $920,000 to spend on as many traps as you like and then send out for a really big pizza afterwards (am I right Gordo?** ***You're right, Paul – Gordo.*****)**

CHALLENGE OF THE GOBOTS (Ariolasoft)

A canny cheat mode for this piece of naff Crowtherdom came to me from Solihull's own Stewart McCombie. **LOAD in the game and press fire on the score screen. The credit screen will then appear and you should now press the** F3 **key to call up a game menu, which allows you to change six game factors with a prod of the right** CRSR **key. Hit** RETURN **to start on a rejuvenated game.**



RYGAR (US Gold)

A certain Fred Flintstone **of the Delta Force has a quick POKE for US Gold's rubbish arcade conversion. Load the game and reset the computer so that you can type** POKE 9551,165 (RETURN) **for unlimited lives, and** POKE 4050,77 (RETURN) **and** POKE 4055,77 (RETURN) **to arrest the timer. When you've finished flexing your fingers, enter** SYS 2325 (RETURN) **to** restart the action.

KETTLE (Alligata)

John 'Oh No Not You Again' Clarke, **our** 4th & Inches **challenger of some months ago, has deigned to write in with this weird tip for this weird Crowther game. Like many of his other games,** Kettle **has a secret weirdness mode which is activated thus. When the game loads, move your selection pointer over the word** RATT **which is just beneath** KETTLE. **Now press fire and, appropriately enough, your pointer becomes a rat (that's one t). Oh, the fun and frolics you can have with your rat, but once you've finished, try positioning it over one of the letters in the word** KETTLE **and press fire again. Now watch the sparks fly! Well, very small sparks, maybe.**

HAWKEYE (Thalamus)

Here's a quick and easy cheat mode for this fab Gold Medal winning blast from the Boys Without Brains. The cheat comes from Erik Baeten **of Venlo in Holland, and only entails** LOAD**ing the game up as normal and typing the word 'VALSSPELER' on the opening screen. The Thalamus logos will flash indicating that infinite lives are now yours.**

BOOTY (Firebird)

Hunter, **a tipster of mystery from Northallerton (where I once knew a girl who 'didn't really know') has sent in a cheat mode for this Telecomsoft crumbly which requires the hapless player to hold down the keys K, E, V, I and N on the title screen. Do this and 'BOOMSHANKA' (to use Hunter's word), a message will appear saying 'The cheat mode is operational' (or words to that effect).**

CHAMPIONSHIP SPRINT (Electric Dreams)

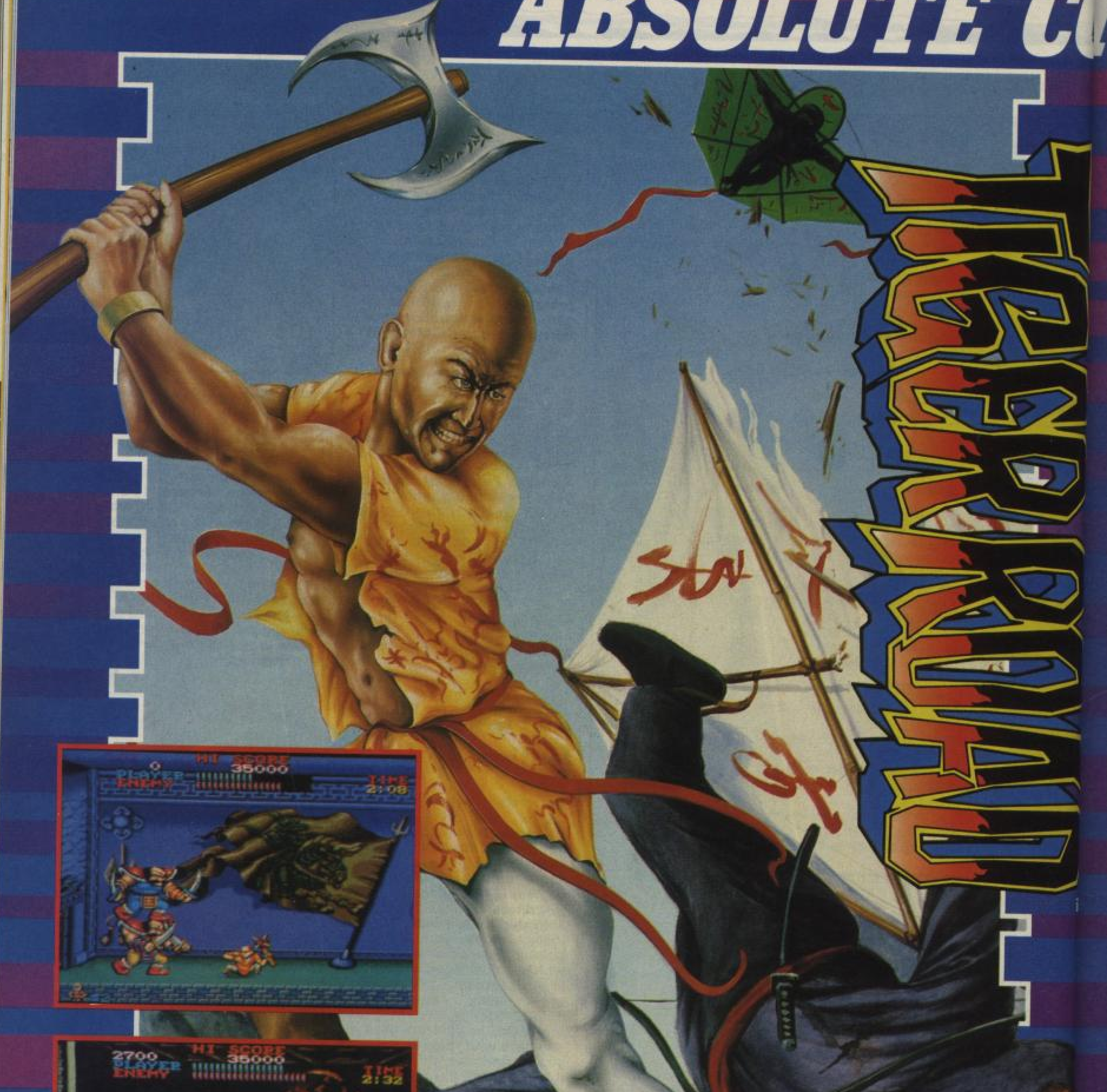
AAWWW! What an awwwful game this is. Paul and Andrew Nettleton **obviously liked it though, as they've designed a few courses of their own and sent in the alphabetic codes for six of them. And they are . . .**

bsdsfkssshbsshksssi
aabdfbenciligaakciaa
bfbfakpnpfagggrakiki
bcdcfgabfglcjjhkccci
bdfbfgbniggggagkikci
beefarggIfggglikikia

BAZOOKA BILL (Ricochet)

This is a pretty awful variation on the Green Beret **theme that I wouldn't wish on anyone, but for those lucky few who are able to laugh at adversity, here is a mad 'n' wacky tip from a person of Scottish persuasion who goes by the name of** Derek McKenzie. **According to Derek, all you have to do is leave the auto-fire on your joystick switched on for 50% more health and a longer game. Those of you without auto-fire joysticks should therefore count yourself lucky.**

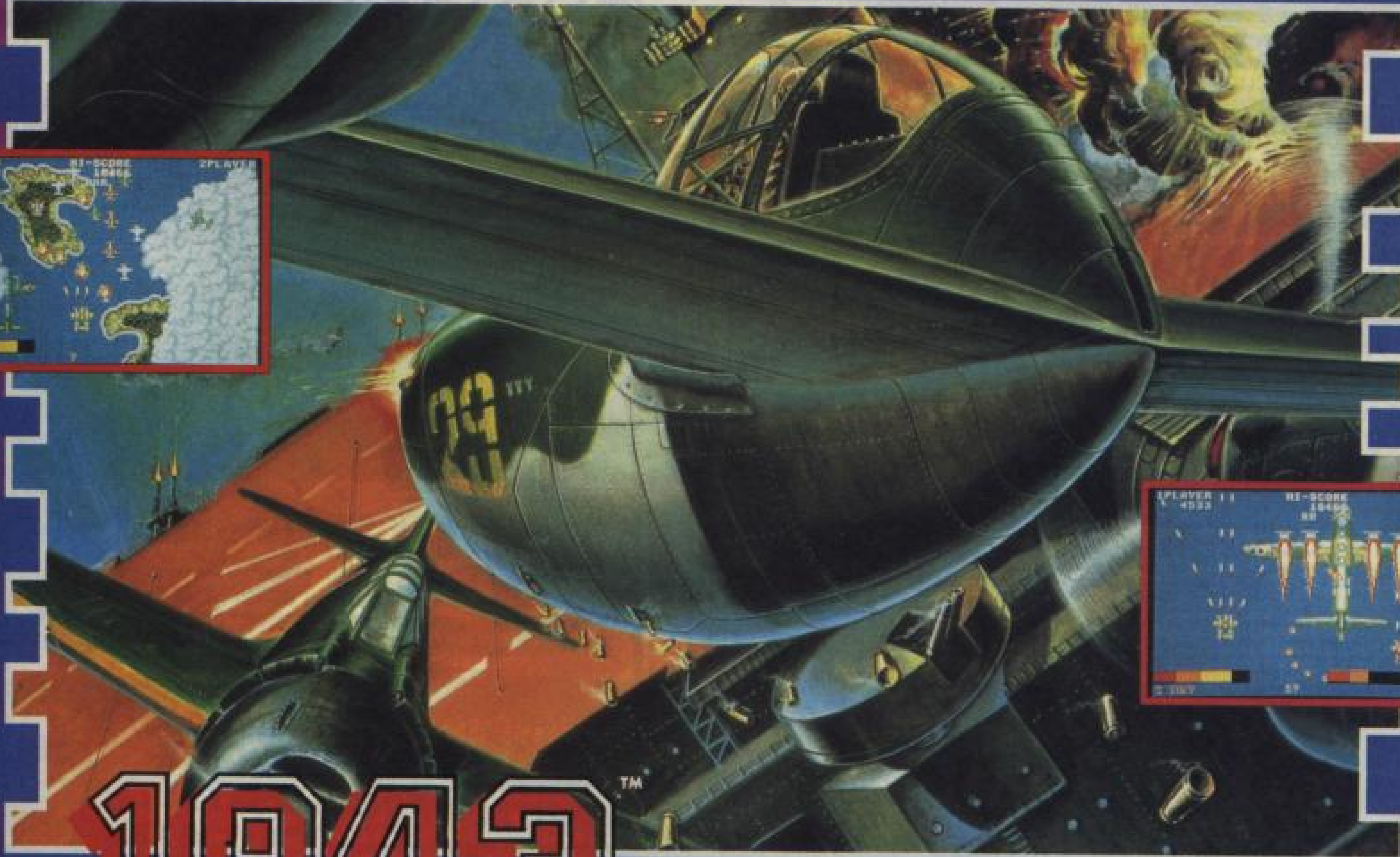
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ZYBEX (Zeppelin Games)

Another music hack, this time from the unseeded talent of Adam Robinson **of the Barlick Hackers. This listing plays the superb main theme from** Zybex **after the game has been loaded and the computer reset. As an added bonus, the 5 in line 30 can be altered to speed up or slow down the time as you wish. Lovely.**

```
10 POKE 54296,15
20 SYS 49152
30 FOR A=1 TO 5:NEXT A
40 GOTO 20
```

FRUITY (Players)

The Barlick Hackers' own Adam Robinson **has once again found the necessary numbers to allow fans of this game to strut their stuff to its soundtrack. Just** LOAD **the game, reset the computer and type** POKE 54296,15:SYS 49152 (RETURN), **then it's time to (WOO! YEAH!) get on down! (as they say).**

YABBA DABBA DOO (Quicksilva)

A tip here for the original Flintstones **game from** Colin Sparshott **who resides in Harrow Weald in Middlesex. Just** LOAD **the game, play it once, then wait for the demo to finish and the title screen to appear. When that is replaced by the scoreboard, look at the bottom of the screen and you should find an instruction that lets you have up to nine Freds, simply by pressing the** F1 **key. Yabba dabba doo, as they say.**

PANDORA (Firebird)

R O'Neill **of sunny Romford was rummaging through the code of Firebird's futuristic arcade adventure and came up with the following hacks to liven the game up.** LOAD **the game, reset and enter whichever of these** POKEs **takes your fancy.**

POKE 7185,0 **to stop the 'timer'**
POKE 7185,(2 to 9) **for a faster timer**
POKE 7701,0 **for a faster 'Annie'**

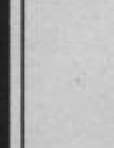
SYS 3887 **restarts the game**

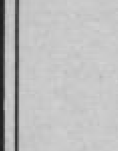
MANIAC MANSION (Lucasfilm)

This has to rate as one of Lucasfilm's greatest games – it's brilliant! It's just a pity you need a disk drive to enjoy it. Now for those of you who gave up the quest to save Sandy's brain, Neil Graham **has sent in a map and some tips to give you just cause to dig out the game and show Dr Fred and Nurse Edna just who's head frankfurter (well, almost!)**

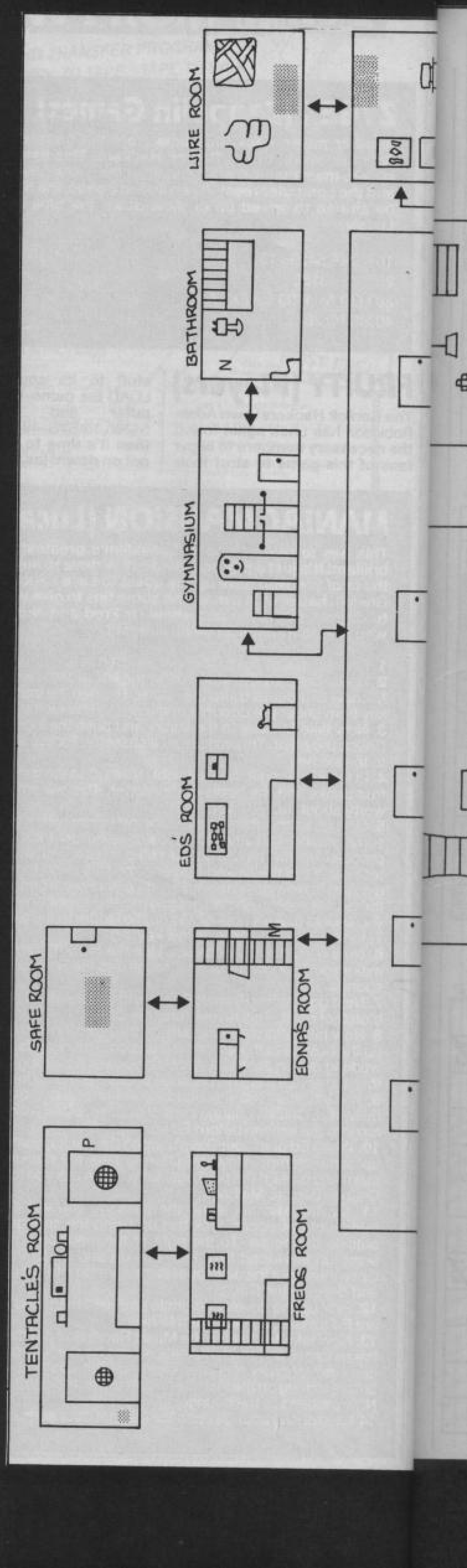
1. First off, select Dave, Michael and Bernard.
2. Leave Dave by the mail box to the left of the mansion and take Michael and Bernard into the house. To open the front door, get the key from under the doormat and use it to unlock the door.
3. Now take Michael to the library and push the loose panel under Chuck the plant. This will reveal a cassette. Pick it up and proceed to the kitchen.
4. In the kitchen get the flashlight. Now go to the larder and get the fruit drinks and the bottle of developer. This will smash, but don't worry about that . . . yet.
5. Now go up the stairs and into the Art Room where you should see some waxed fruit and some paint remover. Pick these up and proceed up the next flight of stairs where you should meet the tentacle. Give the waxed fruit and the fruit drink to the tentacle to get past it. Now go up the stairs and enter Fred's bedroom. Reading the wanted poster should get you a useful telephone number which you should make a note of. Go up the ladder to the tentacle's room. Take the record and the yellow key.
6. Now go to the Gymnasium. Use the Hunk-O-Matic machine to make you stronger. Now go through into the Bathroom and get the sponge.
7. Next go into the Portrait Room and use the paint remover on the blotch of paint. This reveals another door.
8. Now take Michael back outside the mansion and get him to pick up the bushes to the left of the mansion. This reveals a grating. After working out on the Hunk-O-Matic you will be strong enough to pull this and reveal a secret passage under the mansion.
9. Around this time the doorbell will ring and a package will be delivered. Quickly change control to Dave, pick up the package and run into the kitchen before Ed arrives.
10. When Ed goes, get Dave to open the package and you will pick up some stamps. Now get Dave to take the package up to Ed's room and give Ed the package. Ed will now ask you to find his plans. Change back to Michael.
11. Moving Michael along the passage you will come across a puddle of developer. Pick this up using the sponge and go back outside the house. To the right of the mansion you will now see some undeveloped film. Pick this up and go to the Dark Room. Once there, put the developer in the sponge into the developing tray and develop the film.
12. Pick up the developed prints and read them and you'll see they are Ed's plans, so take them to him.
13. Now take Michael to the Music Room and put the cassette into the recorder and the tentacle's record on the Victrola. Turn on the cassette recorder then the Victrola. Wait until the vase smashes before turning off the Victrola and recorder and getting the cassette. Now proceed to the Lounge.
14. Once in the Lounge open the cabinet door and play the cassette in the cassette player. The chandelier will smash and you can now get the key.
15. The next part requires quickish reactions. Position Bernard in Ed's Room and Michael outside Edna's Room. Take Michael into Edna's Room and she will come in and throw him in the dungeons. Whilst she is away you must quickly swap control to Bernard, take him into Edna's room and get the small key off the night stand before Edna returns and locks Bernard up as well.
16. If both Michael and Bernard do get locked in the Dungeon, don't despair – this provides a useful opportunity for the two characters to swap some items. Make Bernard give Michael the small key and get Michael to hand over the flashlight and the yellow key.
17. Use the old rusty key to get out of the Dungeon and you should find yourself in the Reactor Room. Get Bernard to pick up the silver key and then take him to the Gymnasium for a go on the Hunk-O-Matic. After pumping up Bernard's strength, take him to the larder and unlock the locked door with the silver key. Proceed through the door and you should be beside a swimming pool. Position Bernard at the top of the swimming pool ladder and switch control back to Michael.
18. Take Michael to the passage under the house (via the grating) and get him to open the water valve. Quickly change control back to Bernard and you will see the pool has been drained of water. Take Bernard down the ladder into the pool. Pick up the radio and the glowing key. Quickly leave the pool and change control back to Michael to close the water valve.
19. Go back to Bernard and get him to open the radio and inside he should find some batteries. Put the batteries into the flashlight. Now go through the gate and into a garage. Open the garage door and go inside. Pick up the water faucet handle and open the trunk of the Edsel with the yellow key. Take the tools from the trunk and go to the lounge.
20. Use the tools to take apart the old-fashioned radio and remove the radio tube. Take this and put it in the radio tube socket next to the radio in Fred's room. The radio is now fixed and you can use it to call the Space Police when you finally get the lab door open (their number is on the Wanted poster).
21. Now take Bernard to the Bathroom and fix the water faucet handle to the water faucet. Turn the faucet on and the shower will come on causing the mummy in the bath to move and reveal Edna's 'phone number.
22. Now send Michael outside the door with no handle and place Dave at the foot of the main stairs. Get Dave to push the gargoyle to the right of the stairs and the door will open allowing Michael to enter. Send Michael to the circuit breakers in the Reactor Room and take Bernard to the Wires Room. Get Bernard to switch on the flashlight and then switch control back to Michael. Now get Michael to turn off the circuit breakers and change back to Bernard. Bernard must fix the wires with the tools before you switch control to Michael who has to switch the circuit breakers back on before the purple tentacle arrives.
23. Now take Michael to the Dungeon and open the top and bottom padlocks on the outer door to the Sekrit Lab with the glowing key.
24. Take Bernard to the Library and get him to fix the phone with the tools. You can now use the phone to call Edna if you want to.

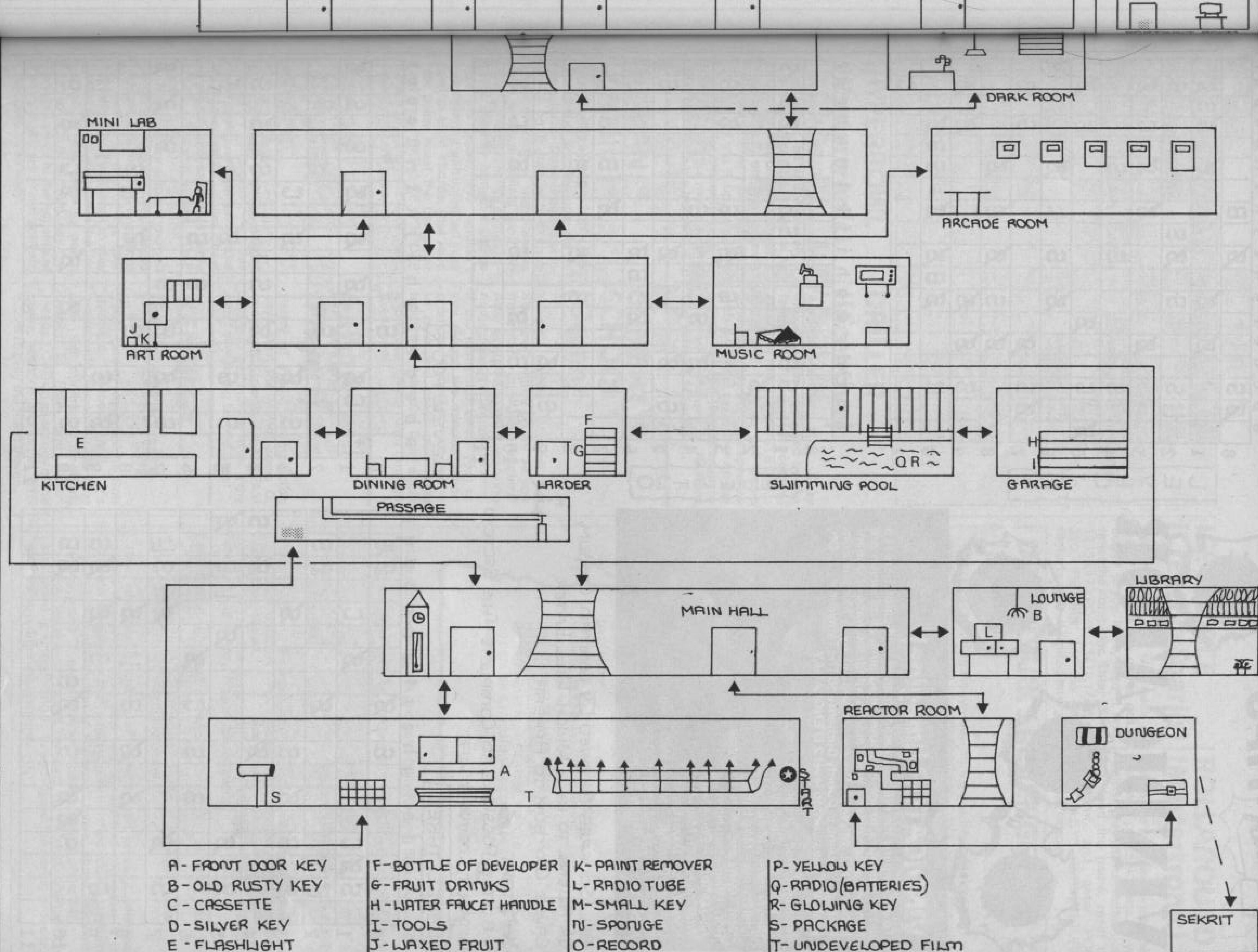
And that's all the help you're getting . . . for the moment.






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P
FREDS ROOM
SAFE ROOM
EDNA'S ROOM
M
ED'S ROOM
GYMNASIUM
BATHROOM
N
WIRE ROOM


DARK ROOM
MINI LAB
ARCADE ROOM
ART ROOM
MUSIC ROOM
KITCHEN
DINING ROOM
LARDER
SWIMMING POOL
GARAGE
PASSAGE
MAIN HALL
LOUNGE
LIBRARY
REACTOR ROOM
DUNGEON
START
SEKRIT
A - FRONT DOOR KEY
B - OLD RUSTY KEY
C - CASSETTE
D - SILVER KEY
E - FLASHLIGHT
F - BOTTLE OF DEVELOPER
G - FRUIT DRINKS
H - WATER FAUCET HANDLE
I - TOOLS
J - WAXED FRUIT
K - PAINT REMOVER
L - RADIO TUBE
M - SMALL KEY
N - SPONGE
O - RECORD
P - YELLOW KEY
Q - RADIO (BATTERIES)
R - GLOWING KEY
S - PACKAGE
T - UNDEVELOPED FILM

ZZAP! TIPS



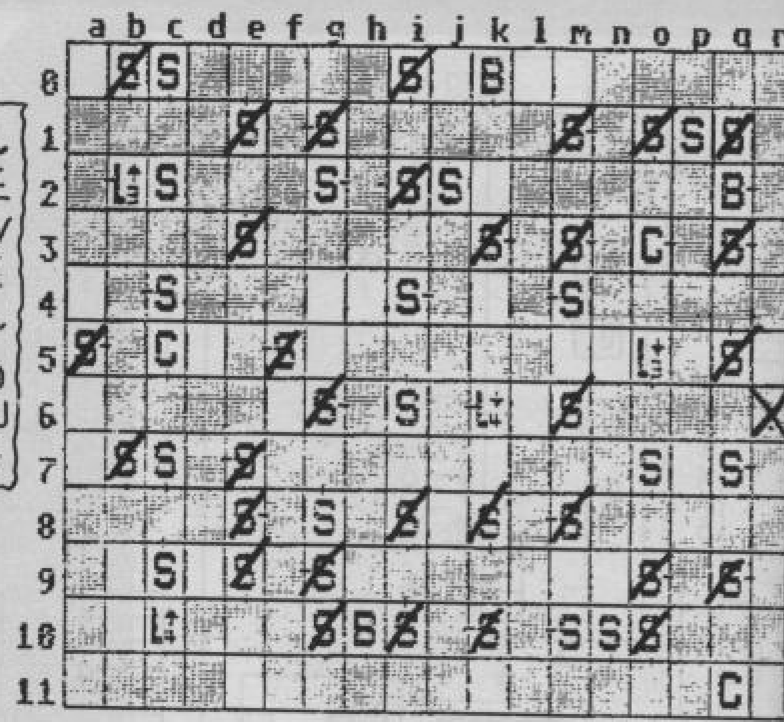
VINDICATOR

VINDICATOR (Imagine)

To accompany the official Imagine map of Vindicator, here is a list of solutions to the computer anagrams, all of which are famous personalities – well, famous within the walls of Ocean/Imagine HQ, anyway! They were sent in by A Morgan **from Bishop Auckland in County Durham and** The Terminator . . . **Oh, yeah, the password to level 2 is ENOLAGAY**

Nathan Junnod – Jonathan Dunn
Siv Wethead – Steve Wahid
Sam N Joker – Mark Jones
Emil Bakma – Mike Lamb
Neat Kevin Lane – Kane Valentine
Ron H Vain – Ivan Horn
Alun O Spew – Paul Owens
Wol Drainsmel – Miles Rowland
Kane Ward – Dawn Drake
Dr Antoni Clam MD – Martin McDonald
Sean Jim Haggis – James Higgins
Robin Tumsel – Simon Butler

LEVEL ONE



LEVEL TWO



ALL SQUARES CROSSED ☒ CONTAIN OXYGUM, OR ALIENS TO KILL WHICH WILL LATER CAUSE OXY-GUM TO APPEAR.

X–START

N.B. IT IS POSSIBLE TO COMPLETE THIS SECTION WITHOUT LOSING A LIFE.

LEVEL THREE



LEVEL FOUR





BETTER DEAD THAN ALIEN (Electra)

The Three Amigos have decided to stop hassling singing shrubbery and have sent in the 25 passwords for this bit of Amiga blasting fun. Choose your difficulty level then when prompted for a reference type in one of the following.

ELEKTRA	TRIPTYCH
SYZYGY	JABBERWOCKY
DRAMBUIE	WHIMSICAL
PLUG	CORNUCOPIA
SOPRANO	PUNJABI
MAYONNAISE	TIDDLY POM
FAUCET	KEWPIE DOLL
POTATO	SEPULCHRE
WOOMERA	EUPHEMISM
DEBUTANTE	GRAMMARIAN
FIRKIN	CROSSWORD
ACOUSTIC	QUARANTINE

HYPERBOWL (Mastertronic)

I've seen neither hide nor hair of this game, so unfortunately I can't give a critical appraisal as to its musical merits, however, if you get off on the game's melodic strains, you might like to try LOADing it up, resetting the computer and entering SYS 16427 to start the music (with a very chic line in the border).

DRILLER (Incentive)

Another terrific Matt Gray melody easily accessed by the familiar LOAD-reset procedure. After the reset, type SYS 3603: POKE 54296,15, to get those notes flooding from the speaker with a tasteful raster bar on the screen to boot! Thanks again to Denmark's answer to Richard Clayderman, M Svendsen.

HE-MAN (Gremlin)

Has anyone seen the film – talk about the woodentops go to Greyskulle – Dolph's acting ability is on a par with a shop dummy! Some of the dialogue was pretty diabolical too!! Oh well, perhaps Masters of the Universe II will be better. If you've got the game, and wouldn't mind playing with unlimited lives and all eight chords, just load the game, reset the computer and type POKE 6266,173:POKE 2346,8:SYS 2064 (RETURN) and exactly that will happen.

COMBAT SCHOOL (Ocean)

Here's Nathan Maguire of Stockport with a tip for all you frustrated joystick wagglers. After completing the third firing range, reset the counter to zero. If the instructor beats you, or you die on the mission, when prompted to rewind, just rewind to zero and press play. This loads the instructor fight again and saves having to go through the school.

STORM BRINGER (MAD)

According to regular tipster Robert Troughton, this entertaining arcade adventure is graced with a hidden cheat mode only accessible by a petite POKE – this one in fact. POKE 6348,1: SYS 6607 (RETURN).

Now start the game. If you pull down on the joystick you should find you can move to any room by moving in any of the four directions or if you want to stay where you are, just press the fire button. If you need to get a certain part of a room, say the left side, move to the left side of the room you are in and activate the cheat. Dead easy!

RADIUS (Players)

Paddy of Traxx, Southampton says start the game, press Q, use joystick to enter MEANTEAM and you get infinite lives. Why can't everything be that easy!

KENTILLA (Mastertronic)

Yeah! One of my favourite Rob Hubbard pieces and it's available to discerning SID fans with the minimum of effort, thanks to Sean and Adrian Meads. LOAD up your copy of the game, reset it and enter SYS 53236 to play the main theme.

ICE PALACE (Creative Sparks)

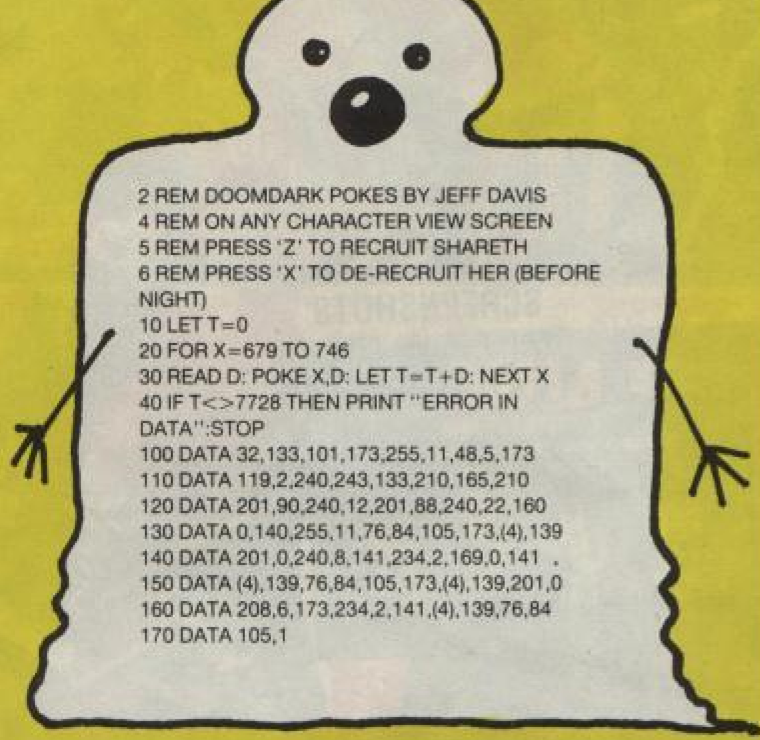
We reviewed this way back in Issue 2 – have any of you got a copy? If you have, load it and reset the computer. Enter POKE 12755,173:POKE 13416,173:SYS 3200 (RETURN) and the game restarts with unlimited energy.

ROLLAROUND (Mastertronic)

I quite like this game – it's a neat sort of Spindizzy clone. If you want to play with unlimited lives, just load the game, reset the computer and enter POKE 43523,44:SYS 19000 (RETURN). It's that simple.

DOOMDARK'S REVENGE (Beyond)

This rather good strategy/adventure game has been around for ages, but if it still has you stumped you might be able to make use of this handy utility sent in ages ago by Jeff Davis of Peterborough. Basically, the program allows you to recruit Shareth the Heartstealer and look through her eyes to see where she is. You can then de-recruit to allow her to move her forces at night. First type in the listing, but don't bother typing the brackets in lines 130 and 150-160 – I only put those in to highlight the numbers.



```
2 REM DOOMDARK POKES BY JEFF DAVIS
4 REM ON ANY CHARACTER VIEW SCREEN
5 REM PRESS 'Z' TO RECRUIT SHARETH
6 REM PRESS 'X' TO DE-RECRUIT HER (BEFORE
NIGHT)
10 LET T=0
20 FOR X=679 TO 746
30 READ D: POKE X,D: LET T=T+D: NEXT X
40 IF T<>7728 THEN PRINT "ERROR IN
DATA":STOP
100 DATA 32,133,101,173,255,11,48,5,173
110 DATA 119,2,240,243,133,210,165,210
120 DATA 201,90,240,12,201,88,240,22,160
130 DATA 0,140,255,11,76,84,105,173,(4),139
140 DATA 201,0,240,8,141,234,2,169,0,141 .
150 DATA (4),139,76,84,105,173,(4),139,201,0
160 DATA 208,6,173,234,2,141,(4),139,76,84
170 DATA 105,1
```

Now RUN the program and get a blank tape or disk ready. Now type:
POKE 43,167: POKE 44,2: POKE 45,235: POKE 46,2: CLR: SAVE "DOOMCHEAT" (RETURN)

Or, if using a disk,
POKE 43,167: POKE 44,2: POKE 45,235: POKE 46,2: CLR: SAVE "DOOMCHEAT",8 (RETURN)

This SAVEs out the machine code. Now switch the 64 off and on and load Doomdark's Revenge as usual, then reset the computer when it's loaded.

Now load in the cheat with LOAD "DOOMCHEAT",1,1 or ,8,1 if using a disk. Now type in the following POKEs
POKE 2048,162: POKE 2049,255: POKE 2050,154: POKE 2051,32: POKE 2052,128: POKE 2053,9 (RETURN)
POKE 26944,76: POKE 26945,167: POKE 26946,2 (RETURN)
SYS 2048 (RETURN) starts the game.

Now, when on any character's view screen, press 'Z' then the select key (INST DEL) and you should find character 4 is Shareth. Remember that, when you've finished you must return her to computer control or she won't move, so on any view screen, press 'X' and she is back under control of the 64.

If you want such useful facilities for Morkin, change the bracketed 4s in the listing to 1s and repeat the saving process, only using a different filename.


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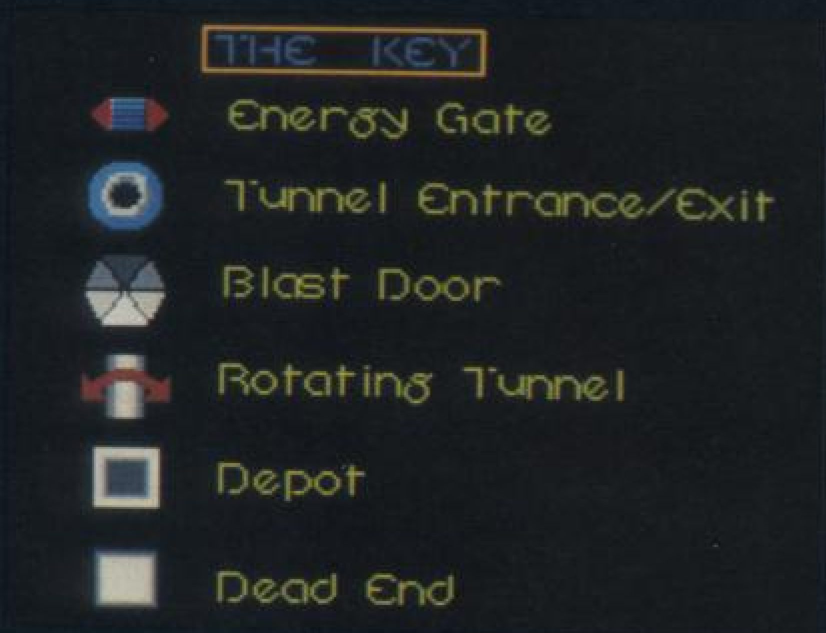
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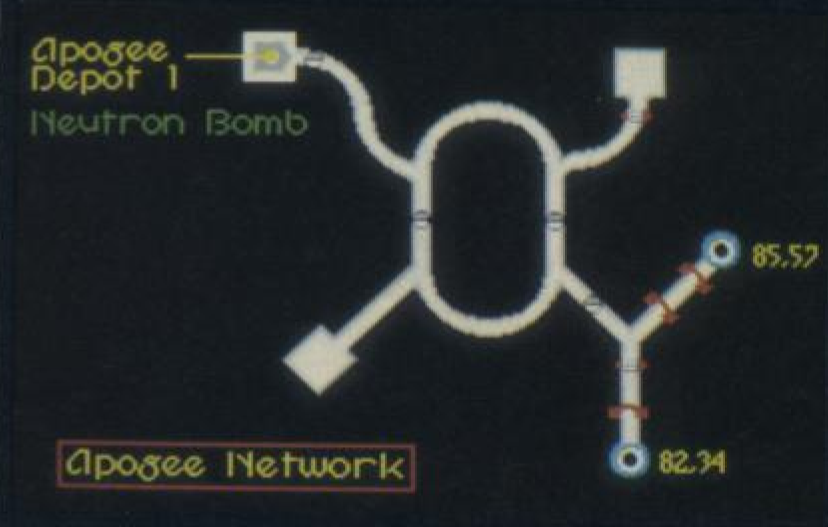
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Do you already own a computer
If so, which one do you own? ....







I'm not going to risk invoking the wrath of Rainbird's Clare Edgely by giving the whole game away, but here is some information accrued by Maff and myself which you may well find useful . . .

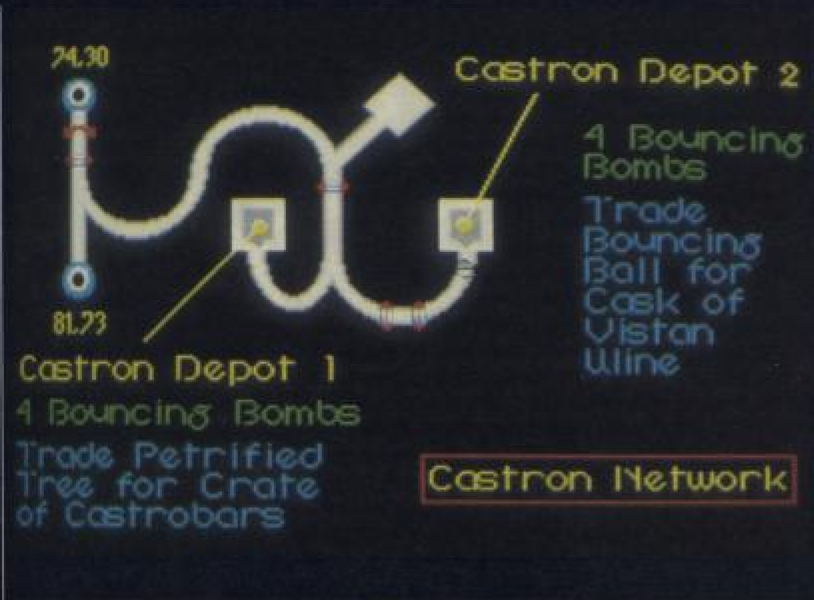
We find that the best way to play is with a fixed sight, which you can select either from the menu before the game or by pressing F during play. This makes targeting lasers and energy cubes a whole lot easier because they always fire towards a point in the centre of the screen. A floating sight is still useful for targetting missiles, identifying objects and locking tractor beams.

If you want to finish the game you'll need the neutron bomb to destroy the Egron space station. Building the bomb requires technical skills only found on Apogee, and if you go to that planet's depot you will be given the following list of materials needed for the production of the bomb:

A flat diamond
A case of nuclear fuel
A lump of mineral rock
An Egron mini rocket
A cluster of nodules
An asteroid
A crate of Castrobars
A cask of Vistan wine
Professor Halsen Taymar

Some of these items can be found on the surfaces of certain planets (the cluster of nodules, for example, can be found on Dante). Others you can collect





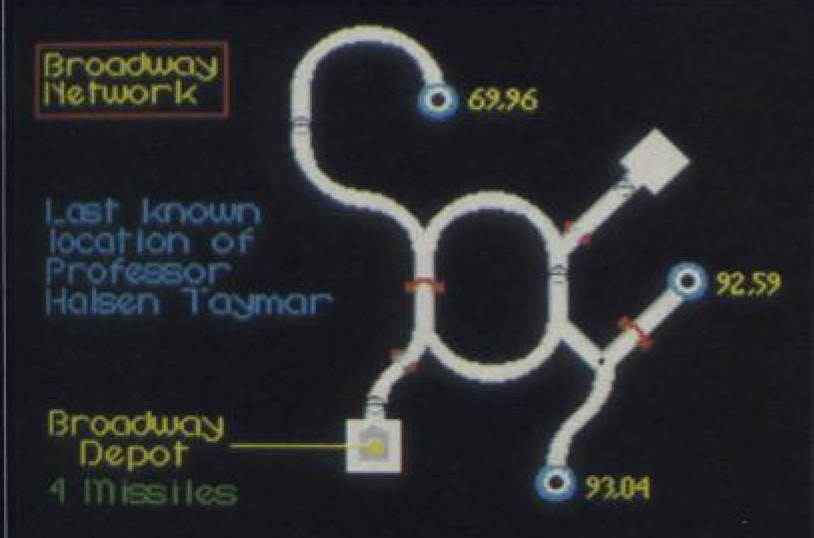
by the old Elite tactic of going into space, shooting pirate ships and then picking up what they drop (the microscreen will warn you of this with the message 'PIRATE SHIP CARGO DROPPED').

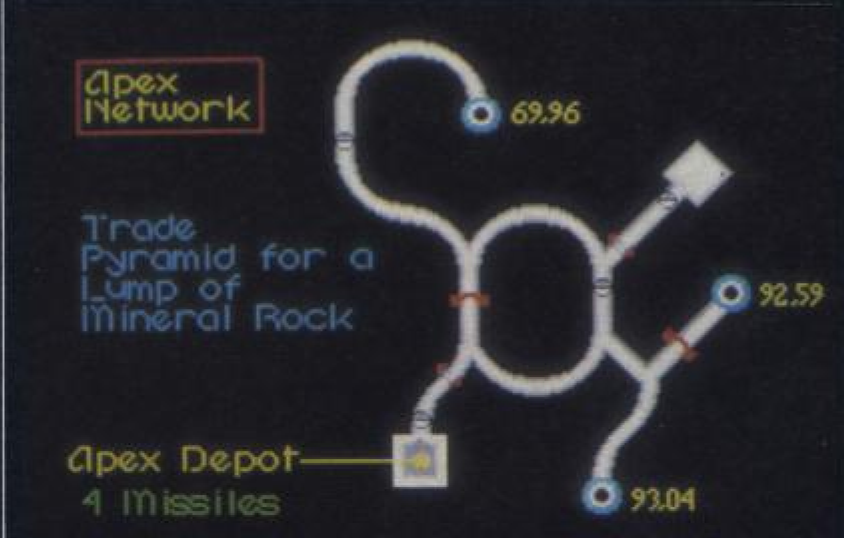
Alternatively, you can go to each of the depots on the moons of Millway and Apogee where you will be able to trade items for bomb materials or services. The items each depot trades in are marked on the maps.

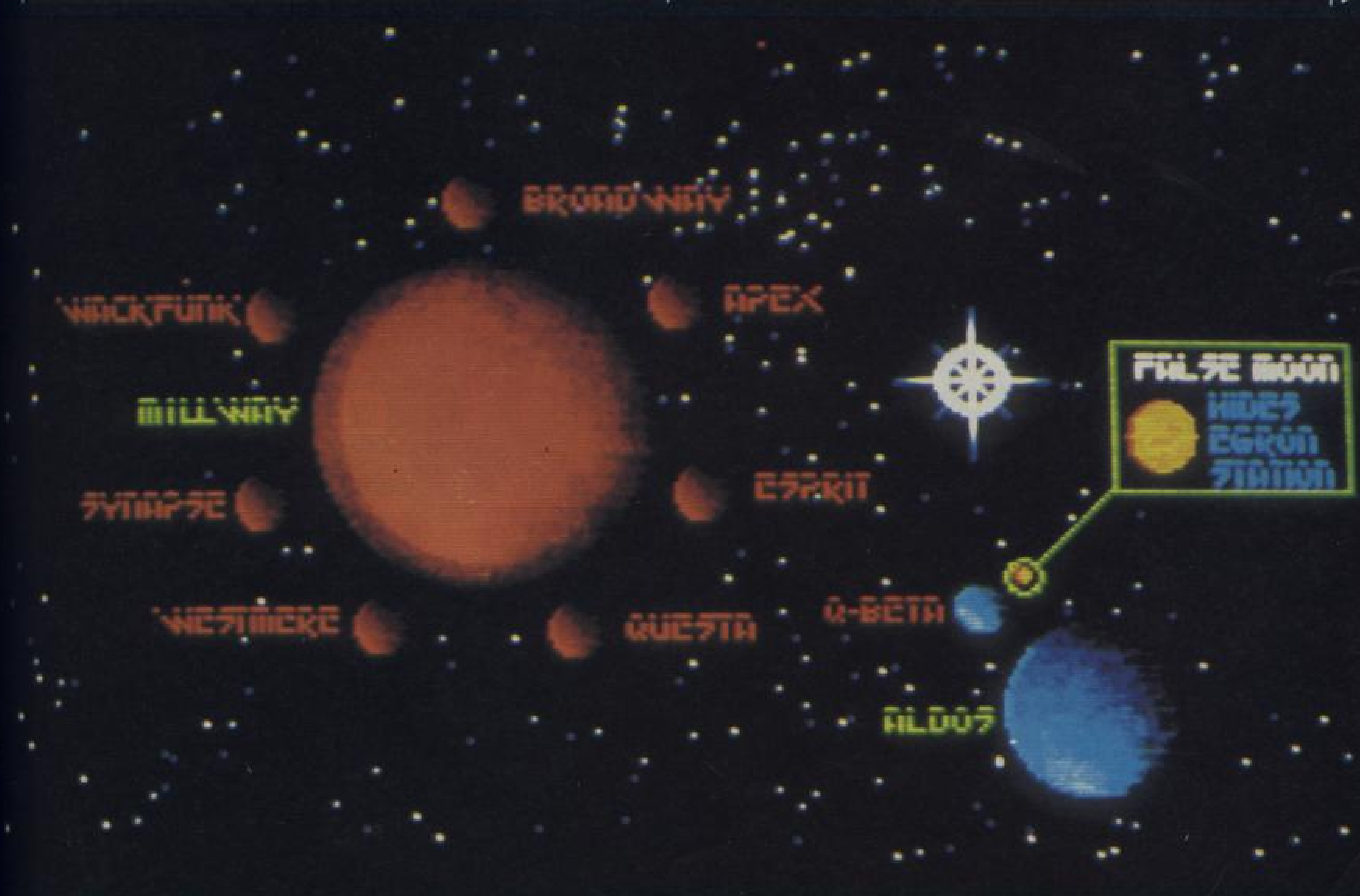
At Apogee you will have been told that Halsen Taymar is leading a research team on Broadway, but if you go to the depot on Broadway you will be told that he has something for you 'if you can find him'. Ah. So where is he, then? I'll tell you where he is . . .

Being a free teenage soul, Taymar likes nothing better than joy-riding around the moon's surface in his Emma 2 jet car. As soon as you make planetfall on Broadway you should see the car zipping between the buildings. Catch up with him and as soon as he's within range, lock the tractor beam on the Emma 2 and beam it and its occupant up. You will now have Halsen Taymar on board, and he will make his presence known by giving you an energy cube launcher and making comments on how much he likes the ICARUS, the in-flight movie . . .

Re-fuelling is a skill essential to the success of the mission, and of the five methods





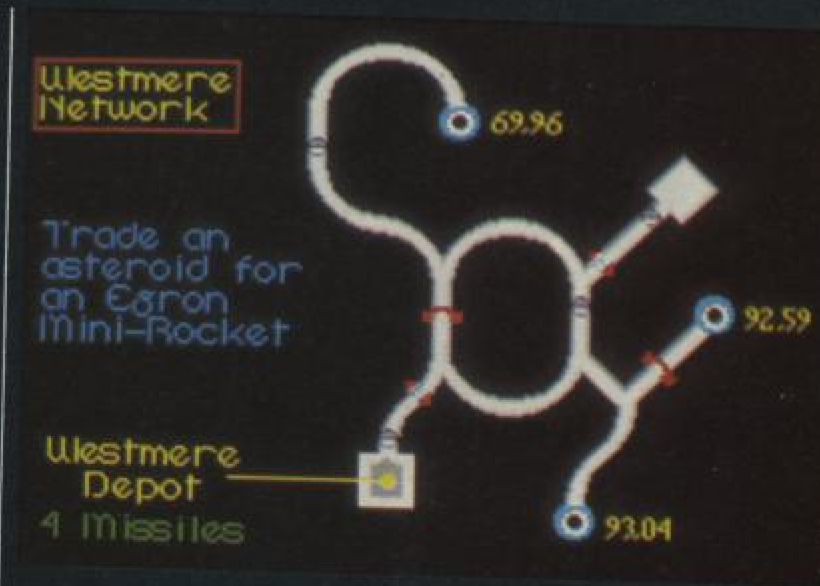


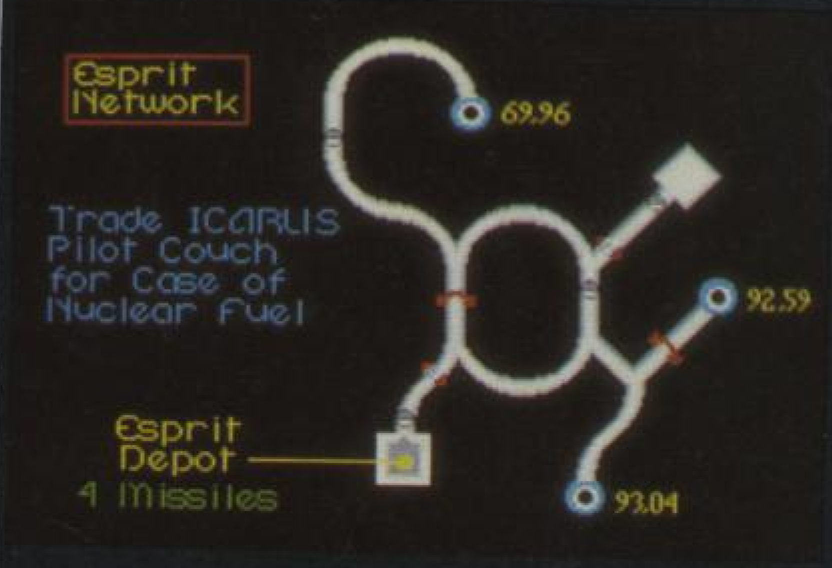
ZZAP! TIPS

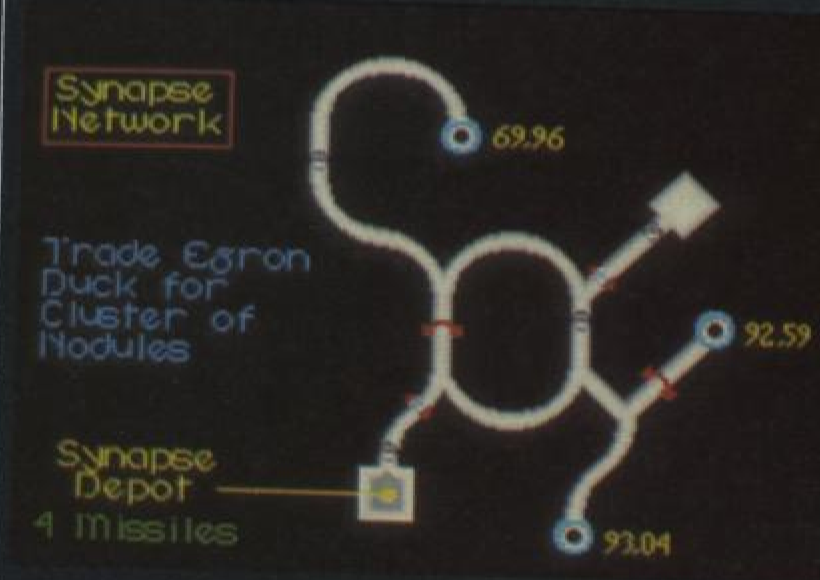
mentioned in the play guide, we find that collecting fuel from asteroids is by far the quickest and easiest method of reviving flagging shield, laser and fuel levels. The highest concentration of asteroids is (unsurprisingly) in the asteroid belt between Apogee and Millway.

Ordinarily you would pass straight through it in stardrive and never see an asteroid, so fly between the two planets and disengage the stardrive when about halfway between them and you should find yourself surrounded by asteroids (and pirates!).

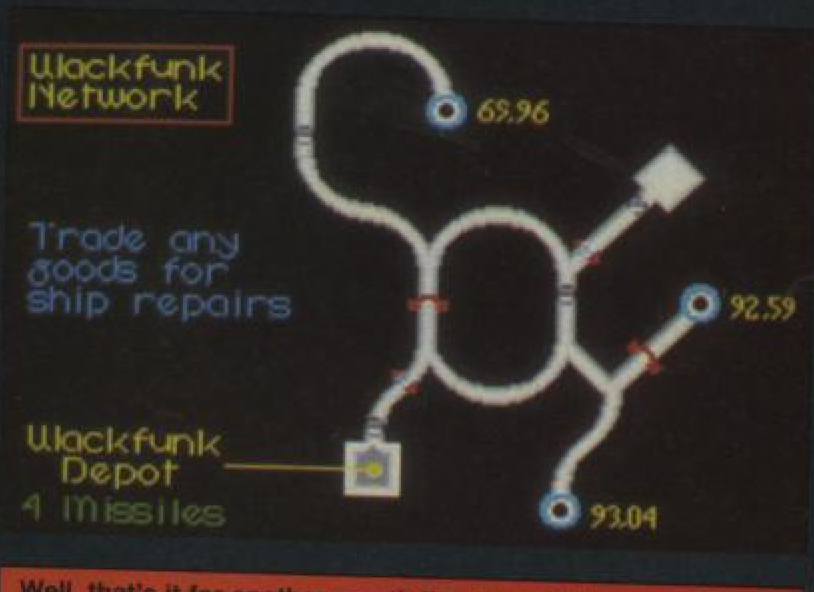
Quickly find a nearby rock and lock the tractor beam on it. Don't collect it yet, as the tractor beam makes it unstable and causes it to release fuel. The refuelling indicator should start flashing and the energy gauges should rise. If the asteroid explodes before your tanks are full, just lock the tractor beam onto another one and repeat the process.

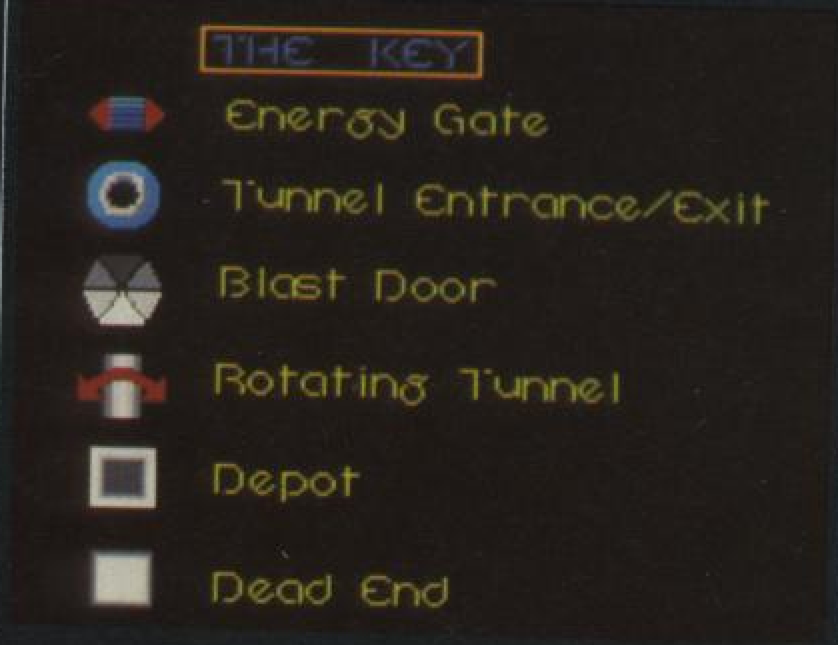












Well, that's it for another month I'm afraid. This month's lucky, lucky, oooh-so-lucky contributors are Tipster of the Month, Neil Graham of Liverpool for his Maniac Mansion maps and tips, and Cartographer of the Month, William Callaghan of Tipton who sent in the Hawkeye map. No doubt they'll both have a happy Christmas after their £30 software vouchers pop through the letterbox.

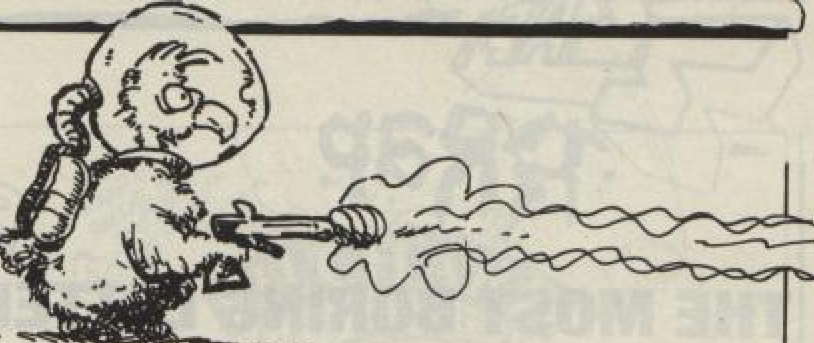
If you reckon you have something, be it a map, POKE or cheat mode, that's worth some free software, send it to this address – **PG'S TIPS, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB** – and who knows, if your contribution is sizeable or block-bustering enough you could be on the receiving end of a £30 voucher.

Now, if you don't mind, I'll just wish you a merry Christmas and slope off to indulge in a little of the Christmush shpirit . . . Pash that bottle, Maff . . . Urp.


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ZZAP! RRAP



Ah, the season of good cheer! I love Christmas – puddings, pies, a big tree, jolly men in big red suits, snowmen, tinsel, pressies and more turkey than you can stuff into ten of those mega-enormous french sticks from Gateway with plenty of mayonnaise. Yum! It's still only November but I decided to crack open a bottle of QC anyway – just to celebrate! Hic! Oops, pardon me! I'd sing you a song but past experience has taught me that I'd probably better not. Anyway, crack open a can of Coke, get out the Quality Streets and nab your favourite seat by the fire – a veritable feast of fabulous Yuletide festivity awaits . . . (what d'you mean there's no snow around?)

THE SPACE CHICKEN WRITES BACK

Yo Lloyd!
When I brought the September ZZAP!, I really felt as – like, strange, so I just had to put chicken pen to paper and scribble a few lines. Even though I'm only a Space Chicken, I could've done better than Mark Walker of Aussieland in making *Karnov*. I'd settle for a playable 1st level, OK? No I won't bother but the routines are ready so only a bit of assembling and input, and *Karnov 2* is ready! Get in touch ED! Anyroad, Mr Tips Glancey is fab – d'ya know his fan club address? Gordon is brill and Maff looks KOOL! Could I have an autographed photo please (with Lloyd and Kati!)? Now to my moans:

1. I have just read and compared ZZAP! no 8, 38 and 41. No 8 was brill, a real larf. No 38 was rather tame, while 41 was nearly as good as no 8 again – keep the rise!
2. Please more zany humour - I love it! Be more GAMES MACHINEY please, with interviews (ie. Sensisoft, John Twiddy, Tony Crowther, Anita Sinclair, Doug Adams or others) and features!
3. Please, please more Amiga coverage – I'm 64 only but I love reading 'bout Amiga. Lots of our contacts and mates are Amiga guys!
4. I hated *Predator*.
5. Bring back Gary Liddon, if only for an interview! After a few months, please interview old reviewers to see where they stand!
6. I'm only a space chicken, so please don't expect too much of me, but more demo coverage please, and I'd love to see demo reviews (like graphics, sound, interest value, technical and overall)!!
7. Ya mixed up the *Infiltrator* and *Tau Ceti* points in the September ZZAPBACK, didn't ya!
8. I really found my meanings in the Guinea Pig's letter (a relative of me!) and I wanna say thanx.
9. Please no drawing comps – we space chickens have a physical drawback!
10. My 3 fave personages in gamesmaking: 1) Sensible Software (Chris and John, not Marty . . . oh sorry!).'av you got their fanclub address? 2) Stavvy Fasoulas; 3) Martin Walker

   Bubblers: Geoff Crammond and Andrew Braybrook and also my mates, Geoffrey Q Wallrosetitty, and Manfred dooblex Flypaper!
11. I agree with Maff that Music is important (MII) but his faves, who or what is it? I love Pogues, U2, Dumdum Boys and the Barry Leitch-rendition of the Chicken Song!
12. Could you please contact me, Banana? ZZAP has got my address!
13. Bye!

Space Chicken, Trondheim, Norway

Well, my little chickadee, what a lot of questions! Here are the answers.

1. *Er . . . we will keep the rise ('ere, no, missus an all that an' everyfin') if you keep your flies . . . up*
2. *Do you really think TGM are zany?!? Oh well . . . How's this for zany: Derek.*
3. *Yes, we will. Are they now? Wooooooh!*
4. *The game or the film? I liked the film but not the game, myself.*
5. *Gary Liddon wouldn't fit through the door – even though we've widened it to accommodate Gordon. No, but seriously folks!!!!! We are thinking of doing sometime in the distant future a potted feature – something like* Where are they now? *on the old reviewers, editors, dogsbodies and that . . . Maybe . . .*
6. *We shall see – but space is limited, you know, as any non-pan-dimensional lifeform will tell you.*
7. *Flying fish eat horse-hair pies*
   Bacon rolls and then it dies
8. *So, say 'thanx' then.*
9. *Sorry, Mr Chicken – drawing comps are here to stay – just look at Ken D Fish's Results Page! (whaddya mean, who's Ken the Fish? Turn to page 176 or 191 and find out!)*
10. *Er . . . er . . . OK, then, we'll pass on the message through this mega organ of ours.*
11. *Dr Evans says, rub on more raw fish and you may be cured – however, it didn't work for him.*
12. *He can't because we haven't.*
13. *Byeeeeeee!*

LM

DO ZZAP! GET BRIBED TO GIVE GOOD REVIEWS?

Dear Lloyd
I'd like to bring up a few points. Firstly, ZZAP! has biased reviewers. All games like *Last Ninja II, Impossible Mission II* and *Hunters Moon* got good reviews: companies like US Gold, System 3, and Thalamus probably pay you to give their games a good review. US Gold are the least guilty, because some of their games get a bad review – ie. *Dream Warrior* 49%, *Breakthru* 19%, *Xevious, Tag Team Wrestling* 25%. Now for a prediction: *Armalyte* will get 92% or 93%, just you wait and see.

Point two, why has everyone started writing in with facts about bananas? Frankly, I think hardly anyone gives a toss. Here is my final question. Please, please, please, please could you print the solution to the elderly game, *Finders Keepers*. I play it occasionally when I'm bored, but I can't get the hairy dog or get past the cat. Please can you help.

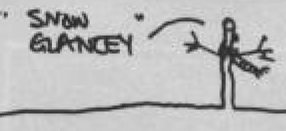
P Ratje, Newport, Isle of Wight PO30 1QQ

Don't you think that if we really reviewed games according to the sort of criteria you've mentioned somebody would have found us out by now? Hunter's Moon *and* Impossible Mission II *got good reviews because they were damn good games.* Dream Warrior *and* Tag Team Wrestling *didn't because they weren't. Are you going to suggest that Image Works' paid us to give* Bombuzal *a Gold Medal? or Palace for* Barbarian 2*? If reviewers really did get paid every time they gave a good mark, I'd stop being Lloyd Mangram and turn into Paul Glancey. His clothes wouldn't fit but I'd be a lot better off.*

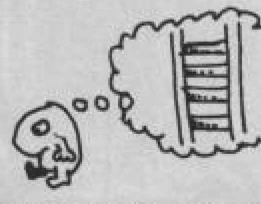
Oh – and by the way, you're wrong about Armalyte*. It got 97%.*

LM

PS Bananas! Wink, wink, know warra mean guv?



ZZAP! RRAP



THE MOST BORING LETTER WE'VE EVER RECEIVED

Or is it the most *interesting* . . . ?

and do we care either way?

Dear Lloyd
After reading all those letters every month and seeing that crap software each time, I decided to write. I've got a lot to tell.

CONVERSIONS
People often say that these are too little original games. But why should programmers and software houses put so much time and sweat in creating original games?
Is there a possiblity of making programs without similarities from any other existing game nowadays?
I think, these days, (almost) everyone wants to have an arcade game on his own computer. The sad thing is that it usually turns out to being a great disappointment (look at most games of US Gold and Activision).
This has everything to do with the programmers and not, as they would say, the limited memory of the 64. The last thing I want to ask about this is why *Super Hang On* isn't released yet in the UK. Here in Holland it's already half a year on sale. The only reason I can think of, why you don't have it yet, is that it's a horrible bad game.

CLONES
I'm glad that these versions are around, because it happens too often that great games are being converted too badly. When a clone is better, you have the feeling you ain't missing anything. I think that software houses must take a lesson out of this and put more effort in their conversions and not threaten with lawsuits. This only proves (a little) they're afraid that a clone might be better. Sometimes I think that software houses don't care anything for their customers, only to bring in money with another popular, but lousy and rushed conversion.

GRAPHICS
Why do software houses seldom use graphics like those in *Target Renegade* and other quality graphics like Bob Stevenson's and Dokk's. It makes a game a whole lot attractive and it's a little more work.

MULTILOADS
However big an arcade game ever might be, it's always possible to make an at least reasonable conversion, if you use multiloads. Who cares if a program needs 100 loads and 5 disks? But then you have to wait too long 'they' probably say, Well, why don't they use speedloaders like the *Games* series from Epyx?

TAPES AND DISKS
I want to know why, in heaven's name, are games on disk more expensive than tapes? A good quality disk costs as much as a computer tape.
The price of disk games is the cause, why do you think there are so many more tape users? Even if people have a drive (they usually own a datacoder too) they buy games on tape because it's much cheaper. All the people I know owning a 64 (130) do have a disk drive. The reason why some people don't buy a drive is just because the games on disk are so expensive. So why not make the disks as 'cheap' as the tapes? You'll see there'll be more disk games sold.

TIPS AND POKES
Sorry to say, but I hate your tips pages. They're always for tape users. Everybody nowadays knows how to reset his computer, so why not just 'reset your computer poke xxxx,xx for inf. lives and SYS xxxx to restart' so tape and disk users are both happy. Think about it when you put your tips in your Christmas issue. I also want to say some of your maps are totally useless. Like the map of *Rastan* and *Flying Shark*, you only have one possible way to proceed. Maps like *Barbarian II* and *Vindicator* are useful.

REVIEWS
I'm not going to say how great your reviews are but something totally different. Every month I read 3 mags (ZZAP!, CU and C&VG).
By reading 3 reviews for 1 game, I see which aspects you don't see and other mags do (and vice versa). For example, take the reviews for *Dark Side* and *Hawkeye*

ZZAP!: *Hawkeye* 96%
Dark Side 90%
C&VG: *Hawkeye* 4
CU: *Dark Side* 6
Why such a big difference?

I sometimes find you a little pathetic in your reviews. When a game is good but the sound isn't, you give it a high rate with the poor excuse that it's atmosphere. OK, some music is atmosphere but most ain't.

LAST CHAPTER
Why haven't there been no good racing games these last few years? Does it back off programmers to make smooth 3D arcade-like scrolling and use large graphics? There are large graphics in *Space Harrier* and I believe most programmers are qualified to make smooth scrolling. So what's the problem? (answer: bad programmers).
I hope Ocean/Imagine will license *Wec Le Mans*, and let Dave Collier do the job, because he's the only programmer whose programs are all good. For the graphics I would take Bob Stevenson.
Another thing about Ocean. I think they're one of the best software houses but when I saw a preview of *Operation Wolf*, I choked. The graphics are ugly and chunky and I hope will be changed for the finished version.
One last thing. Since Rob Hubbard left we've never heard from him again. I thought he was working for EA? Can you tell me more?
Well this is it. It wouldn't be a bad idea to put some points of me to some software houses, don't you think?
Leo Landmeter Holland.

1) Zzzzzzzz . . . oh, you've finished. Well, Leo, now you've got all that off your chest, how about getting us all a bacon sandwich. Ta.
2) Right! I'm back from the toilet. Has the bullshit machine been working properly. Yes? OK, carry on.
But seriously folks (cue jingle), there are one or two points here which other people can pick up on. First, the bits we can answer:
Your comparison of the two reviews of games between ourselves and rival magazines was unfair, in that it omitted comparison with CU, who awarded Hawkeye *8 out of 10, and TGM, who gave it 80%. Besides, this is something of an irrelevant point, since reviews are very much a subjective process – what we think deserved a Gold Medal didn't appeal to other mags as much: this is simply opinion. The best way to judge our reviews, as we've always said in ZZAP!, is to look at the comments more than the marks awarded – and if possible, try out the game yourself before you buy.*
You'll be pleased to know that Ocean are planning to convert Wec Le Mans *– in fact, it's going to be on next month's cover cassette! How's that for a coincidence! Your judgement of* Operation Wolf *is a bit unjust, since a preview version is just that – it's far from finished.*
As far as listings go, we do try to print reset POKEs as much as possible – but we can only print what people send in; besides, there are more than enough people out there who don't know how to reset the computer, or don't have a reset cartridge/switch.
Rob Hubbard: the last word we heard was that he was still working for EA in the USA.
The rest is open to discussion, readers!
LM

A *VIZ* FAN WRITES II

Dear Lloyd,
I saw this game in my local computer shop. It was called *Big and Bouncy* and it looked quite good, so I went in and bought it. When I got home I tried to load it but it wouldn't fit in my tape deck. I called my mum up to see if she could get it to fit. When I showed her she called me a pervert and whacked me round the back of my head.

I couldn't believe it until I realised that it was a porno mag!

Stewart Campion, Stevenage, Herts.

P.S. If you send me all of the games that you have received over the past 3 months I will send PG my copy of *Big and Bouncy*.

When we first got our Amiga, Maff accidentally tried to put Paul into the disk drive. It was only through the intervention of Gordo who noticed that his trousers were the wrong colour – brown – that we managed to save the drive. Phew!

Luckily we all saw the funny side.

LM

DOUBLE DUTCH

Dear Lloyd,
Having bought ZZAP! for a solid 3 months now (for all the savings on the software), I feel it necessary for the well-being of the general public that I point out some of the great faults of your computer associated publication.

First of all, the price of the magazine is far too high. I have calculated the cost of salary, paper, press, and other expenditures, and come to the conclusion that by giving Gordon Houghton the sack (he does too little work for the amount of food he eats!), a new price of £1.18 can be reached (a saving of 7 pence). Secondly, why do you publish all those reviews? If you stop reviewing those games, you could sack the reviewers, and then you could have greater savings on the mail order software.

Third, why are the Rrap pages in black and white? are you trying to cheat us? Don't you think I haven't noticed your cheap ways of saving money!? – the overall price should go down by at least 3 pence.

Also, I would like to declare all expenses that I have made to improve your magazine. So that's 10 pence for the paper, £3.45 for the time I've put into it, 50 pence for the deterioration of my ink-ribbon, and 35 pence for the stamp.

And now for something completely different . . .

Recently, I was reading the centre pages of your magazine, when I hurt my finger on a bent staple. I had to make expenses on treating the wound, and I couldn't go to work for a week because I am a secretary which means I use my fingers to type. I would like to call on the two witnesses to tell you that what I'm saying is true! Eugene, come here and tell Mr Mangram that it's true . . .

- Er . . . Yeah, it's true.

Walter, tell Mr Mangram it's true . . .

- Yeah it's true, also I'd like to do greets to Dave, and . . .

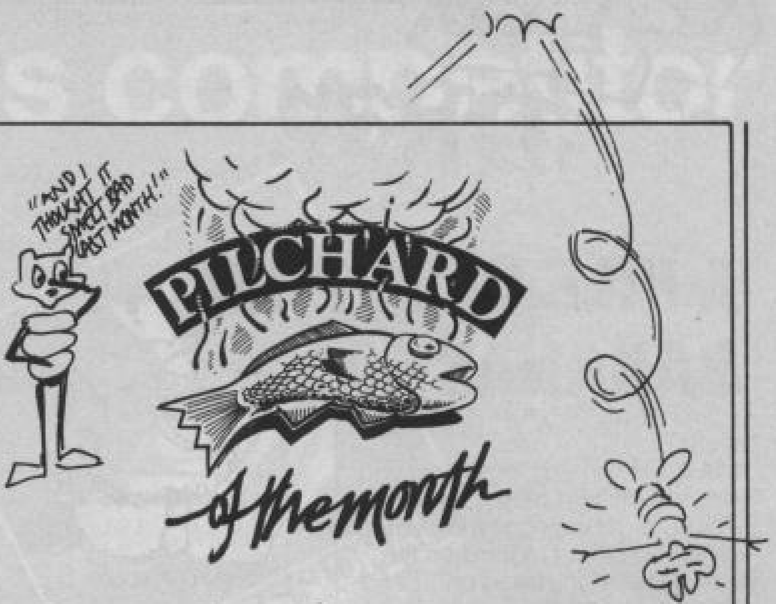
Yes, enough - so you see it's true and therefore I would like to claim £300 wages, £1.25 for plasters and £150 for emotional damages. I shall expect to see the amount of £451.25 by next month or I will call on my lawyer.

Well, that about wraps it up. Good luck with the changes that you are going to make as a result of my letter.

Arthur Stingebottom (P. Vaankappen, Holland)

Thanks for your letter, Mr Stingebottom. Unfortunately we have lost your full name and address and are therefore unable to refund you. I can only suggest that you wear an anti-radiation suit when opening future copies of ZZAP! They're very practical and can be made to look pretty if you jazz them up with an accessory or two. All you need is an eye for style and a little imagination. Let me know how you get on.

LM



Dear Lloyd(s Bank),
will everybody just bee quiet!. I am sick and tired of people moaning about other people and things If some dude likes nipples etc. in mags then what the f*ck has it got to do with others! Their parents are probably the kind who think "Oh, a thigh, how disgusting." And will probably cut out all Barbarian II ads. out of Zzap before their kids read it. Not to mention Vixen and Psycho Pigs UXB I personally like the ad. of The Land that Time Forgot, of course its nothing to do with the see-thru blouse the woman is wearing! (By the way, if anybody complains about this letter i'll kick their 'eads in!) To another point, why not have Arcade Top Scores, especially for Super Sprint, Rygar and Out Run which I happen to be ace at I also know whats the initials stand for on their T-shirts!

M.E. – Mongrel Excrement.
P.G. – Pug-faced Git.
G.H. – Geek Head.

How long has Geek Head been doubling as Yoda? Also, tell Mongs Excrement to get a bigger hat to cover his face at all times.

Now, for just one last listen to that great Brother Beyond song "The Harder I Try."

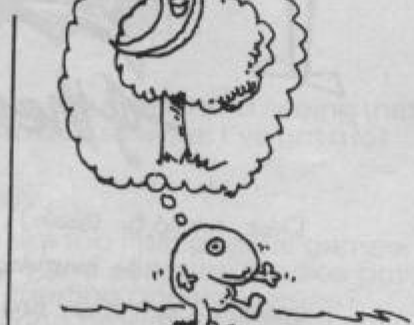
Bye!!!
Rygar Ace
Alias:- Out Runner '88
Alias:- Super Sprinter.

Well, anonymous coin-op addict, we've decided to award you the prestigious Pilchard Of The Month award – that was some really disgusting notepaper you used. Meanwhile, keep taking the tablets, pumping up the bitter and polishing those bottle bottom glasses. One day, all people will be made like you – but until then, travel away from me in swift, sharp, short jerking movements.

LM

ZZAP! RRAP

A PILE OF . . . ER . . . BANANAS



Dear Lloyd,
I have written to compliment you on an excellent mag. I'm glad Thingy and Rockford were voted back. The thing I found on the cover last month was only fit for the bin. I hope next month's is better, 'cos that was a pile of S★★T.

I hope it's a better tape next month.
Shane Treacy Co. Cork Ireland.

PS Bananas *do* live in trees.

Our humble and grovelling explanation about that cassette appeared in The Word last month, for anyone who missed it – hopefully, you'll have been a little more pleased with the playable demos of Cybernoid 2 *and* Hawkeye, *and indeed this month's cassette. We're glad you're glad that Thingy and Rockford were voted back, and we're glad about it ourselves, too. Festive gladness all round, in fact. I almost feel like breaking into a Christmas song – but before I do, I'd like to say categorically that bananas DO NOT live in trees: they are hand-picked from the rich earth of sub-tropical continents by highly revered left-handed pixies.*
LM

THE ZZAP! TEST: ARE YOU TOTALLY OUT OF TOUCH WITH REALITY?

Dear Lloyd
In the last few months in various 64 magazines, I've noticed piracy has been getting a lot of stick, and in nearly every letter people have said if piracy were to stop, the prices of games would go down. Who says it will go down? How do you know when piracy stops, most pirates won't sell their copies? Most just swap, but if they stopped copying games and bought games how would they know, apart from the old bank balance getting bigger? The reason most people copy games is because of the rubbish which is being released, and a lot of it is RUBBISH. When a game is released we don't know whether it's a good or not. Even if the game is brill, ie. *Giana Sisters*, I didn't have to fork out 10 quid for it, 'cos someone sent it to me for the price of a 1st Class stamp. Anyway, piracy will never stop, that's a fact. Anybody that disagrees are totally out of touch with reality.
P I Rate 'TSD' (my crew), London

Well, Mr Rate, if I could come down from my purple cloud on the planet Bumbly Fruzz-gob, I'd reply.
LM

RAVIN' MAD

Dear Lloyd,
I, or rather a friend of mine, oh but I may as well be honest and say straight out that it is me . . . but I could have a friend like it, but no it is me. Suffer from indecision? Probably.

I have lost two or three or maybe even five paper rounds in the past day or days. Please tell me what to do about it. No, no don't.
John Smith or Bobby Robson, Peterborough.

PS. The two names above are purely fictional and in no way THE Bobby Robson or THE John Smith.

Tell your friend to go to your nearest newsagent and say decisively in a very loud voice Mine's a Guinness. *On second thoughts . . . no, no don't.*

Well, you could try it, I suppose . . .
LM



LOOKALIKE

Dear Lloyd,
Has anyone noticed the striking resemblance between Gordon Houghton, ZZAP!'s primate editor, and the orang-utan (*genus: Pongo pygmaeus*) commonly found in the tropical rain forests of Malaysia and Indonesia?
P Glancey, Ludlow, Shrops.

A NICE LETTER

Dear Lloyd,
I'm just writing to say how wonderful ZZAP! is, (not that I need to tell you).

I have only just brought a Commodore 64, so I've never really looked at computer magazines, but I decided to compare a couple: your ZZAP! and THE GAMES MACHINE. Although THE GAMES MACHINE is not strictly for the Commodore 64 it did not in my opinion, it did not (I say again) compare with ZZAP!

ZZAP! has everything from hints, tips (PG's), to news and reviews.

There's only one problem, one thing wrong with ZZAP! and that is it comes out monthly and not weekly, but never mind it's brill . . . well done, chaps!
Ian Baker, Bognor Regis, PO22 8LW

Well done, Ian. Gordon says he'll slip you that fiver later on.
LM

SOFT PRICES

Dear Lloyd,
It is self-evident that many Amiga owners will be forced to don eye-patches and wooden legs in the aim of a cost, and risk-free collection. The manufacturers can only blame themselves – no doubt, however, they will not.

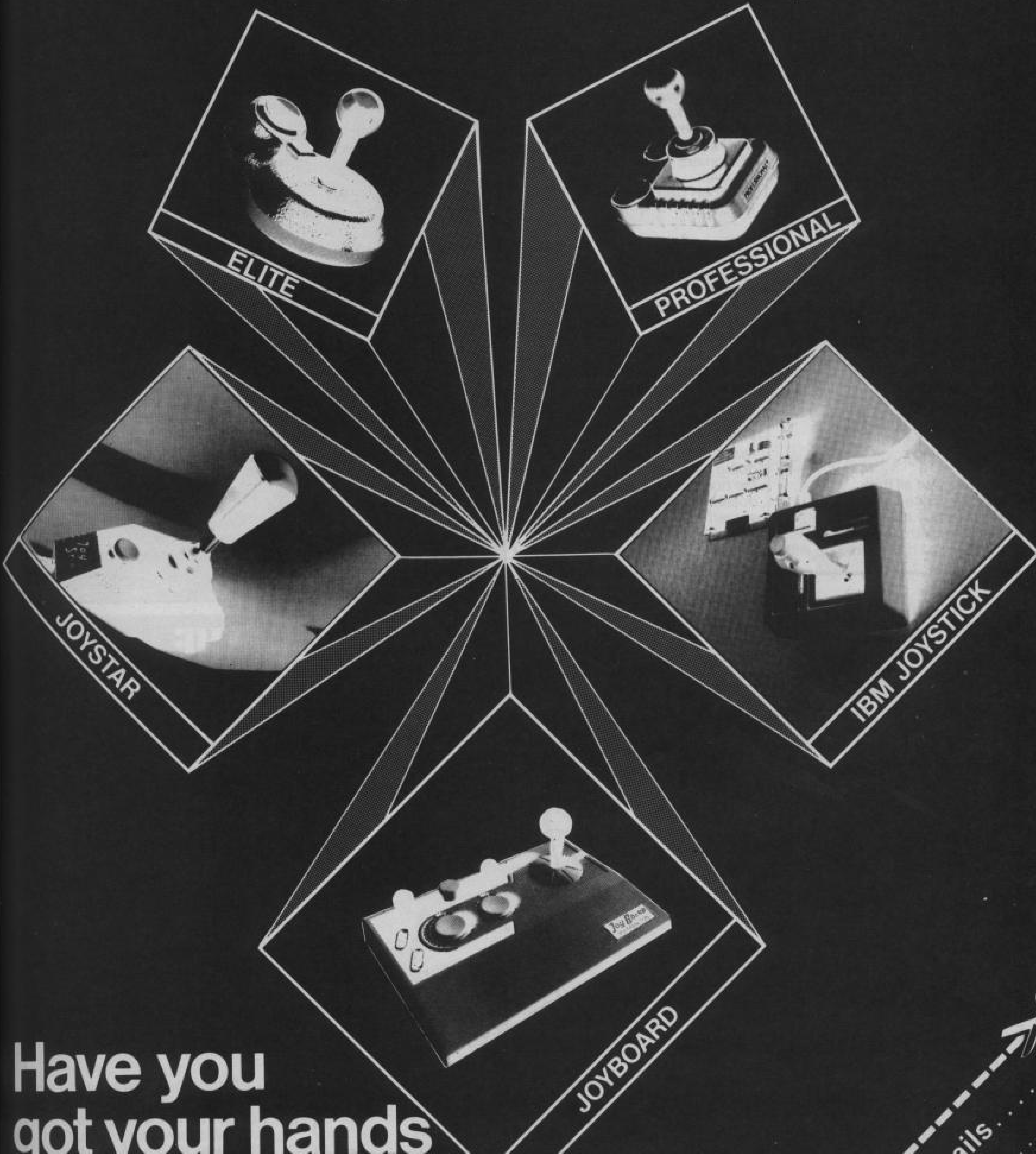
Surely the answer to this problem is to reduce the cost of Amiga games to the customary 64 level of £9.95. Then Amiga owners would assuredly buy original software en masse. After all, it would be a most arduous task to find an Amiga game to match the best of its 8-bit predecessor – so why should we pay more?

One other solution to this imbroglio is of course to provide a competent reviewing service, and, undeniably, Amiga magazines do exist. Most, however, deal largely with topics extraneous to a games player, and none provide the quality of a ZZAP! review, in its elimination of bias with multiple reviwers, comprehensive marking, clear separation of description and opinion, etc. Looking through my first copy in a year, however, ZZAP!'s old attempts at a 16-bit review were worse than most; no marks or price quote, and a comment amounting to more than a few lines per game. The Amiga is, after all, doomed to replace the 64 and many ZZAP! readers, such as myself, have bought this machine and are in need of an excellent games service. Why not then, as a magazine that reviews *Commodore Software* (quoting from every ZZAP! front cover) provide such a service for our fraternity?
William J Church, Sheringham, Norfolk

Again, unless you're one of those incredibly discerning people who always read the Rrap before anything else in the magazine, you'll probably have noticed that this month marks the beginning of regular, in-depth Amiga reviews with all the extras that you mentioned. Of course, nobody here (myself excluded) is absolutely perfect, so all comments, criticisms and passionately unbridled praise are welcome (especially the latter). However, I think it's a little naive to assume that if Amiga software prices are reduced the pirating of those games will also cease.
LM



The world's leading brand for the real games competitor



Have you got your hands on one yet?

EUROMAX

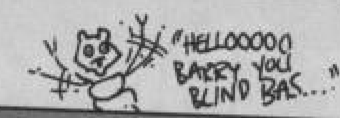
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Please send me full details

Name

Address

ZZAP! RRAP



A SILLY PERSON WRITES

Dear Lloyd,
Firstly I'd just like to say how much I am enjoying your magazine. (*Ooooh, Thank You–LM*)

The real reason I am writing is because I am complaining about the state of computer games on tape. I have made up a collection of the tapes that haven't loaded and the amount of times I've taken them back:

Army Moves 2
Necris Dome 1
720 degrees 5
Game, Set and Match 3
Frank Bruno's Boxing 3
On-field Football 1
Buggy Boy 2
Paper Boy 4
The Last Ninja 1
Inside Outing 2

As a result of all this inconvenience I have been driven to buy a totally new computer with disk drive.

One idea I have come up with is that software shops should check or demonstrate the games they are offering. It would be time-consuming but the customers would be much happier.
Stephen Clarke, Sidcup, Kent DA15 8DT

Erm . . . Stevie-babes, can I ask you a question? Why on earth did you go to the extraordinary length of buying another *computer and a disk drive? I mean, couldn't you just have bought a disk drive to go with your existing 64? Or when you say 'a totally new' computer do you mean* another *make of computer and not a 64 at all? What do you mean, Steve? Where are you? What's the world coming to? What are we doing here? How can we stop the nuclear arms race? Why doesn't somebody do something real? What does it all mean? Aaaaargh! Hic!*
LM

THE ONLY PERSON WHO DOESN'T KNOW WHERE ROCKFORD AND THINGY ARE

Dear Lloyd,
I've decided it's about time I wrote as I have a few suggestions for improvement in ZZAP!.

For a start, get Rockford and Thingy back before something terrible happens. I mean, they could be roaming about the office, minding their own business, and Gordon could sit on them! (I know they're already paper thin but this is ridiculous!).

Next, the Compunet Section is brilliant, but I haven't got a modem, so I can't see these demos. Why don't you do an offer? This also goes for Martin Walker, he goes on about what he's written with his music player – all extremely interesting, but I want to hear it!

Having just bought an Amiga, I think it is a good idea to have an Amiga Section, as all the Amiga only mags seem to be technical only, and, unfortunately, my 64 won't last forever.

Lastly, I haven't got I M A LIARS' address, so could you tell me what happened to his dog?
Barry Markey, Burstow, Surrey RH6 9RP

Look, Barry, are you wearing a bucket over your head, do you need a pair of glasses, or what? How many times do we have to tell you? Stop griping, for goodness sake, and have another shandy. It's all right. Rockford and Thingy are back. OK? Hold on, taking into account the state of your alertness, I'd better make it easier for you:

ROCKFORD AND THINGY ARE BACK!!

Aaaargh! Nobody knows what happened to I M A Liar's dog. Maybe somebody out there does . . . Er . . . that was a hint.
LM

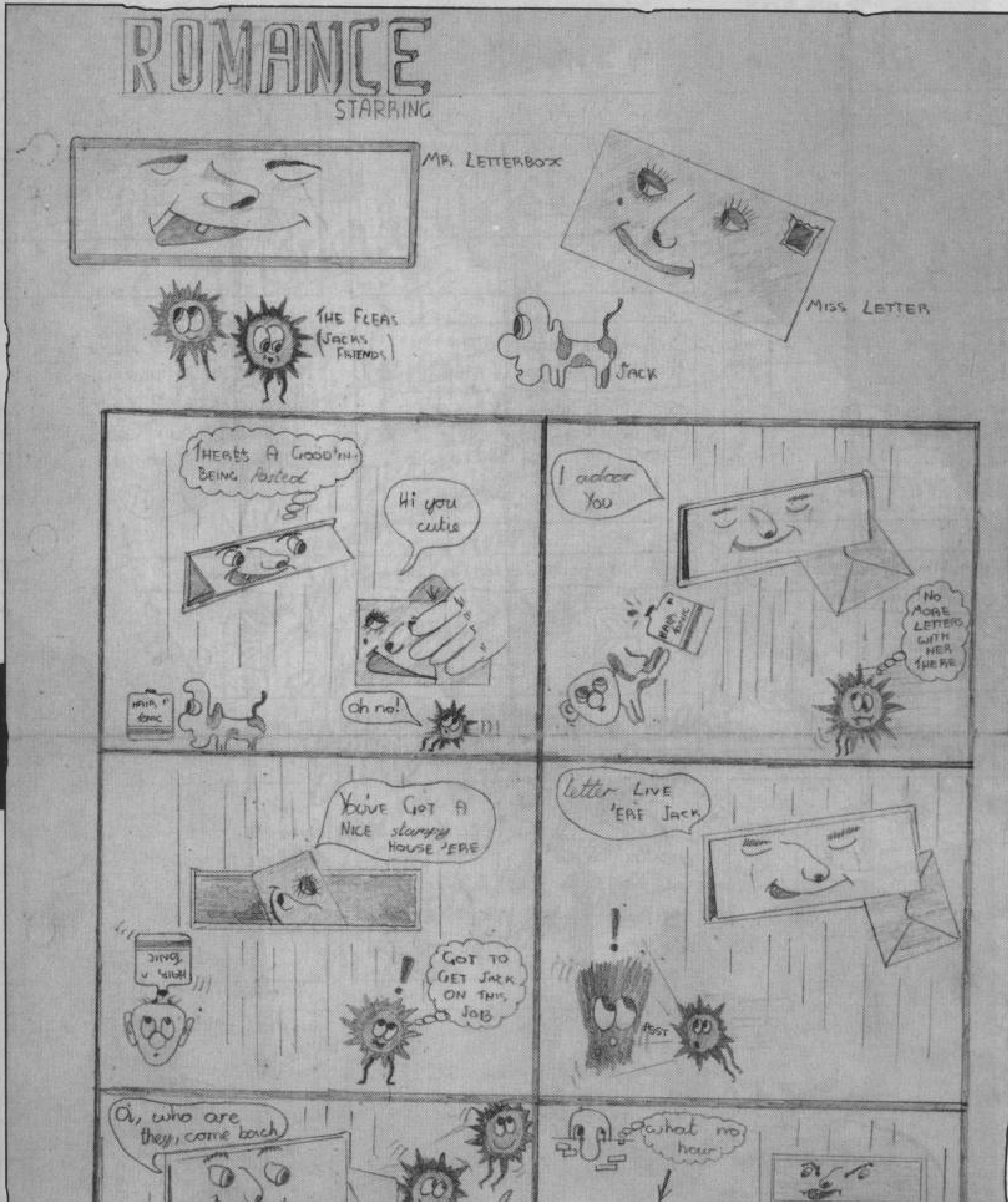


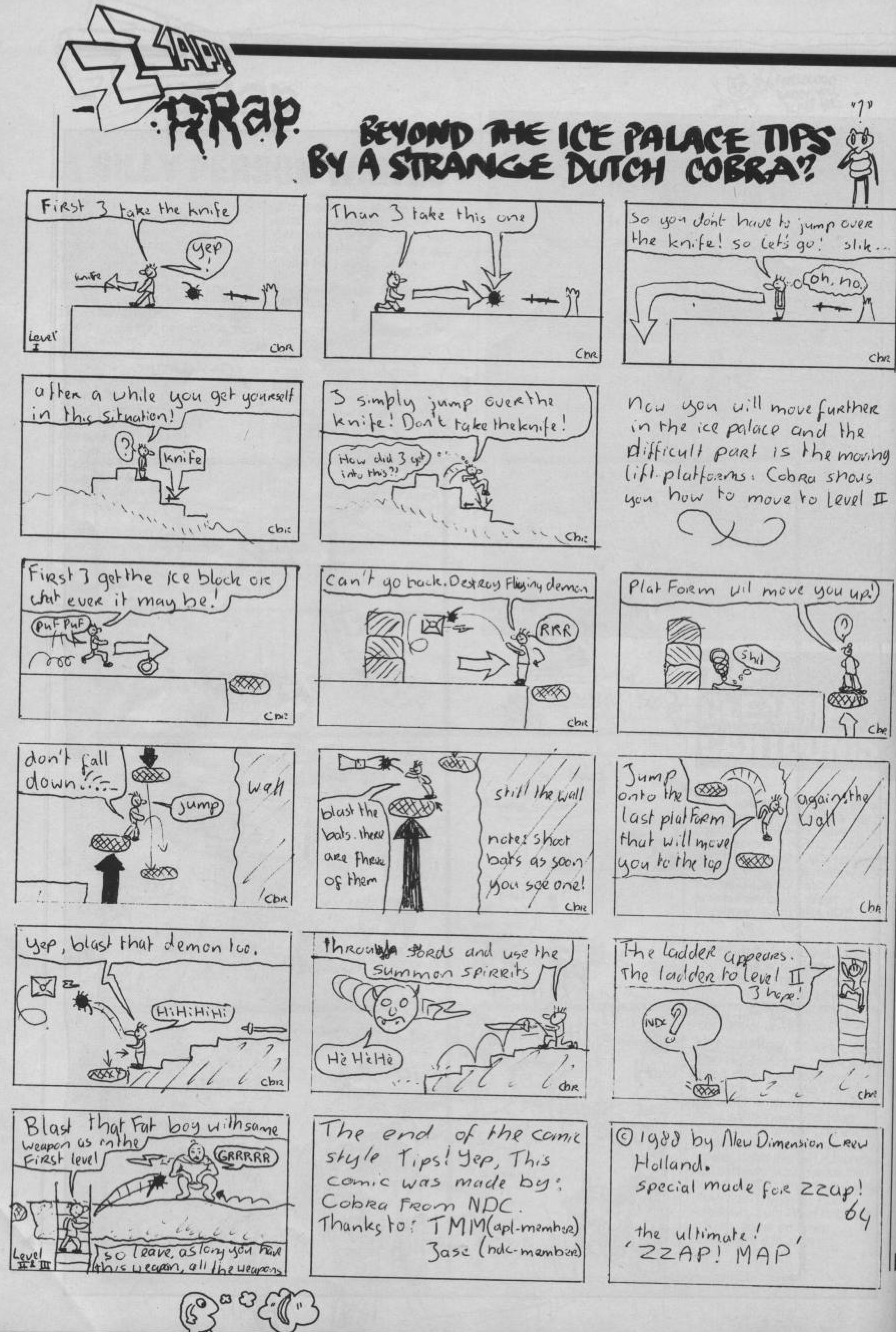
THE CLEANING CARTOONIST

Dear Lloyd
I was cleaning out my cupboard the other day, throwing away all my old school work, when I came across a cartoon I did about three years ago. I thought it was too good to throw away so I've sent it to you lot.
Robin Ashdown, West Wickham, Kent BR4 9DF

PS Talking of cartoons, I think you should bring back the Terminal Man plus the good old Thingy, Mr Nose and that other guy, um, whatsisname, oh yeah, Rockford.

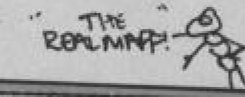
Well, we thought it was too good to throw away too. Well, OK, we didn't think it was too good to throw away – but we'll put it in anyway. If anybody else has any good cartoons for the Rrap pages about anything at all (but particularly about computer topics), send them in – there's a £20 software voucher for the best one! (Cor, aren't we everso generous?) Anyway, Robin Ashdown, from West Wickham in Kent, come on down . . . I mean, here it is . . .
LM


ROMANCE
STARRING
MR. LETTERBOX
MISS LETTER
THE FLEAS (JACKS FRIENDS)
JACK
THERE'S A GOOD'IN BEING Posted
Hi you cutie
oh no!
I adoor You
NO MORE LETTERS WITH HER THERE
You've GOT A NICE stampy HOUSE 'ERE
GOT TO GET JACK ON THIS JOB
letter LIVE 'ERE JACK
PSST
Oi, who are they, come back
HELLO JACK!
what no hair
JACK
Oi! COME BACK WITH THAT LETTER!
THE JACK (A DOG)



ZZAP! RRAP
BEYOND THE ICE PALACE TIPS BY A STRANGE DUTCH COBRA?
"?"
First I take the knife
yep!
knife
Level I
Cbr
Than I take this one
Cbr
So you don't have to jump over the knife! so let's go! slik...
oh, no.
Cbr
after a while you get yourself in this situation!
?
knife
Cbr
I simply jump over the knife! Don't take the knife!
How did I get into this??
Cbr
Now you will move further in the ice palace and the difficult part is the moving lift-platforms. Cobra shows you how to move to Level II
First I get the ice block or what ever it may be!
PuF PuF
Cbr
Can't go back. Destroy Flying demon
RRR
Cbr
PlatForm wil move you up!
?
Shit
Cbr
don't fall down...
jump
wall
Cbr
blast the bats. there are three of them
still the wall
notes: shoot bats as soon you see one!
Cbr
Jump onto the last platForm that will move you to the top
again, the wall
Cbr
yep, blast that demon too.
HiHiHiHi
Cbr
throw swords and use the summon spirrits
Hè HèHè
Cbr
The ladder appears. The ladder to level II I hope!
NDC ?
Cbr
Blast that Fat boy with same weapon as in the First level!
GRRRRR
Level II & III
so leave, as long you have this weapon, all the weapons
The end of the comic style Tips! Yep, This comic was made by: Cobra From NDC.
Thanks to: TMM (apl-member) Jase (ndc-member)
© 1988 by New Dimension Crew Holland.
special made for ZZAP! 64
the ultimate! 'ZZAP! MAP'

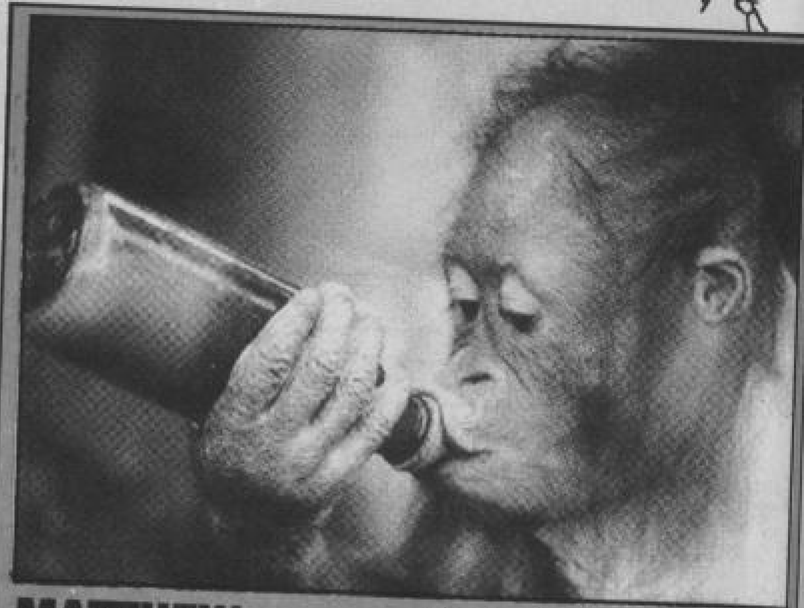
ZZAP! RRAP



KNOWLEDGE SO DANGEROUS, IT COULD PRECIPITATE THE END OF LIFE AS WE KNOW IT

Dear Lloyd
I am writing to say that when a software house advertise a new game, they advertise it with Commodore Amiga and Atari ST screen shots. Why do they do this? If you're a thick s**t like me, you get very confused.
So please ask them to use Commodore 64 screen shots.
Tim Johnson, Lincolnshire LN12 2AD

*OK. Calling all software houses: use Commodore 64 screen shots. Tim is a thick s**t and doesn't understand. Gordo is like mindedly stupid (too much fat on the brain) and would also request 64 screenshots in ads. How's that? I expect they'll ignore us – they always do (mumble mumble)*
LM

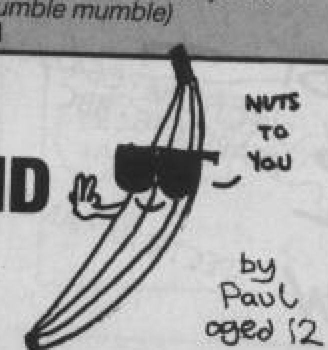


MATTHEW EVANS COULDN'T HAVE COME FROM FLINT

Dear Lloyd,
Matthew Evans couldn't have come from Flint, because I haven't seen him and I've lived here most of my life, so there.
Carl Higham, Flint, Clwyd

Don't worry Carl. I've called your mother and an ambulance is on its way.
LM

BANANAS ARE TOTALLY STUPID



Dear Lloyd
In ZZAP! Rrap the section on bananas, Issue 42, was totally stupid and had nothing to do with games, computers or ZZAP! itself. I feel the Rrap section should be about either constructive criticism or something to do with the computer world. This is my first ever letter to ZZAP! I hope you will print it, take the criticism and note my ideas.
Barry Latcham, Crook, County Durham

Actually, computers have an awful lot in common with bananas. Neither bananas or microchips contain any fat at all – if you ate a computer you'd be taking in at least 100 calories (just like a banana) and if you put a computer on the floor you could easily slip on it. Computers look rather nice when arranged in fruit bowls, and are yellow (if you paint them); the important bit of a computer is on the inside – just like a banana; and you could probably skin a banana with a screwdriver. Ah, I feel a song coming on:
Deo, mise deo . . .
Daylight cum and me wan go whoam;
Mise de, mise de, mise de . . . (we have to interrupt this transmission of Housewives' Choice. Unfortunately, our solo singer, Mr Lloyd Mangram, is rolling around on the floor with a chicken leg up his nose telling jokes about fish.)
LM

JUICY PARTS

Dear Lloyd,
This is the juicy part.
That idiot called G Davidson from Wolverhampton deserves a serious spanking. If people aren't allowed to complain in ZZAP!, then you can scratch that part of the mag and there will be no telling where it'll end.
T O R, Antwerp

Amazing! I was saying exactly the same thing to my good friend, Barbara, just the other day. She went bright red and shouted out:
'How dare you call me juicy! Just you say that again!'
Well, OK. We think he deserves a serious spanking, too.
LM

A RATHER DIFFERENT ZZAP! LOGO

Dear Lloyd,
I was doodling during a boring Irish class, and came up with this rather different ZZAP! logo.
What do you think?
David Randall, Dublin 18

Think? Me? Never. Pass us another mince pie, Maff (hic!) . . . I'd better hand over to Gordo before I fall over . . . (**Gordo** *– it's nice, Dave, real nice.*)
LM



Woo! Well, that's the end of another Christmas special – at least as far as I'm concerned. Of course I'm the only person in the office that has finished – everyone else is still slogging hard over the last of the features, tips and reviews. Baiting reviewers is a really interesting sport. All you have to do is wave great big bags of doughnuts under their noses and sing 'Jingle Bells' in a very loud voice down their ears. You get brilliant special effects. Every time Gordon moves, the light bulbs begin to flicker, the floor begins to shake and everyone else dives for cover – just like fireworks. Well, I'm off to all those Christmas parties – I can just see those huge branches of mistletoe, the silly hats, the punch, the crackers, the congas . . . just hope I don't make a fool of myself, like last year with that bottle of QC at the ZZAP! . . .
Er . . . on second thoughts, never mind.
Anyway, the new year is a time for new beginnings, refreshing . . . er . . . refreshments and lots of inspired thought. Send every single one of them to: LLOYD MANGRAM, ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB. OK?


ARCADE ACTION
From the SNK stable, the coin-op smash hit now for your home micro. This multi-level, vertically scrolling arcade thriller throws you deep into the jungles and ruined cities of a nation held in the grip of a cruel oppressor. Freedom is your aim . . . Guerrilla War is the means!
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XMAS RE-RELEASE ROUND-UP

Jingle bells, jingle bells, tra la la la la . . . Oh, hello readers, Uncle Gordon here. If you're like me, and need 60 square meals a day over the festive season, why not buy some of these old games. Goodness knows, they're cheap enough and some of them are even quite good. Here's Uncle Paully to tell you all about them. Hello Uncle Paully.

GHOSTS 'N' GOBLINS
Encore, £2.99

Chris Butler at his best! A fabulous conversion of the spooky Capcom coin-op platform/shoot 'em up in which a heroic knight legs it across Zombie country, through ghost-infested forests, around ice caverns and over pits of flame to save his sweetheart princess. Extra weapons of differing properties are available to add some variety the blasting fun.

Butler's sprites and backdrops are pretty classy and very reminiscent of the arcade game. Mark Cooksey supplied the suitably spooky '*WooOOO*' soundtracks which helps the atmosphere along. However, it is the gameplay which really makes this a winner, being both really frustrating yet incredibly addictive. A real steal at the price!

OVERALL 94%





WIZARD'S LAIR
Bubble Bus, £1.99

Ooh, cripes, dunno why they wanted to re-release this. Maybe it's because it was awarded a Sizzler in issue 7 of ZZAP!, but I mean, that's three years ago for Ron's sake! The game itself is very much like Ultimate's old maze games, in that play consists of wandering from one room to another in a vast maze. You can hurl axes at itinerant nasties, but they appear in such abundance and there is often so little space on the screen to manoeuvre that they are almost impossible to hit before they hit you.

The object of the game is to find all the pieces of a golden lion totem, but with gameplay so uninteresting, graphics so weak and sound so ghastly you'll be lucky to find the first segment before you're forced to switch off.

OVERALL 38%

CAULDRON
Silverbird, £1.99

Palace's second ever game takes the form of a horizontally-scrolling shoot 'em up with a bit of platform action. Climb on your broomstick and direct your friendly neighbourhood witch around the scrolling landscape, blasting the minions of the evil Pumpking with magic spells. Coloured keys are scattered throughout the landscape which open the entrances to underground chambers full of platforms and bouncing beasts.

At the far end of the chambers there are the essential ingredients of the spell which will make the Pumpking pack up his vegetable protection racket and move elsewhere. Graphically, sonically and gameplaywise, this is an excellent blend of the two game types, but I would gripe that it's a bit too hard. Well worth £1.99, though.

OVERALL 81%





DYNAMITE DAN
Silverbird, £1.99

A platform game in the Mills and Boon vein in which the Dan of the title has to rescue his beloved from the clutches of a mad professor. The girl of Dan's dreams has been locked in a safe (it's a big safe) in the dastard's mansion and you have to hunt around its vast number of rooms for dynamite (hence the title) to blast her free.

Of course the prof, being a certified noodle, has done away with the mansion's floors and staircases, and has installed a system of platforms and cat-walks patrolled by outlandish monstrosities. Should Dan hit one of the prof's peons he loses energy which can only be replaced by collecting the food which is lying around. All in all it's not a bad little game, though graphics and sound are a bit dated now. Platforming fans should lap it up.

OVERALL 79%



FIGHTER PILOT
Silverbird, £1.99

Originally a top-selling Spectrum flight-sim by Digital Integration, this was converted to the Commodore three years ago to some critical acclaim. The fighter which you have to pilot is an F-15 Eagle, and as you would expect, part of the game is flying into battle and destroying enemy bombers which are making large holes in your five airbases.

Options to change turbulence levels, visibility, game type and skill level make this a good simulation, but good simulations aren't usually very action-packed. The combat is hardly exciting, requiring you to spend ages sneaking up behind your foe and then riddling his bum with bullets. If he gets away first time, you're not likely to see him again before the end of the game. As I said, it's a good simulation, and as such is one for simulation buffs only.

OVERALL 60%

CAULDRON II
Silverbird, £1.99

Palace's sequel to their other bewitching game concentrates on platform action. After having taken the Pumpking's crown, and building a castle for herself, power has gone to the witch's head and she's turned all nasty-like. As a reformed pumpkin it's up to you to bounce your way around the platform-packed castle and hunt out the five ingredients of a spell which will banish the witch to an alternative shopping mall.

As before, the game's graphics and sound are very good indeed but play is hampered by a very tricky bouncy control method, which makes accurate jumping up stairs or around ghosts nigh on impossible. If you can tolerate the frustration this isn't bad for the money.

OVERALL 72%



THE SACRED ARMOUR OF ANTIRIAD
Silverbird, £1.99

As top student at the school for warriors, Tal has been chosen to free his race from the alien tyrants who drove them underground many years ago. It's up to him to enter the mountain stronghold and pick up the pieces of an old armoured radiation suit, which will give him protection and the essential powers of flight which will help him in his quest. Also on Tal's shopping list is an explosive charge which would further his cause no end if he can plant it in the alien reactor room.

The game is played as a flick-screen platform game and very good it is too (though a little bit hard). Sound is up to the usual Palace standard, but the graphics are quite superb, having been drawn by a professional comic artist. Buy it!

OVERALL 91%



ZZAP! TEST

POWERPLAY
Players, £1.99

A trivia quiz game with a difference. Up to four people play, each having a team of four characters from Greek mythology, and answer multiple choice triv questions. As you accumulate correct answers, you can 'mutate' your characters into more powerful ones and attempt to destroy your opponents' characters by moving up to them and 'challenging'.

The first of the two to answer a single question wins the challenge and the loser's character is taken down a level. Losing too many challenges results in that character being removed from the board and when all your characters are gone, you're out of the game. This is one of the best games of its type around, and coming as it does with several question files and a question file compiler, it must be one of the best value for money.

OVERALL 92%





COMMANDO
Encore, £2.99

Chris Butler was given the job of converting the Capcom arcade hit, but the resulting game certainly isn't one of his best. March your grunt up the screen, taking out enemy infantrymen, machine gun nests and transports using your machine gun and a bag of grenades. At the end of each level is an enemy base which opens its gates as you approach and spills hostile soldiers all over the battlefield.

As a shoot 'em up, *Commando* is OK, but as a conversion of the arcade game it lacks a certain something . . . five levels of the original actually. The sprites flicker appallingly when there's a lot going on on-screen and even the music has to slow down. Three quid is probably just enough to pay for this.

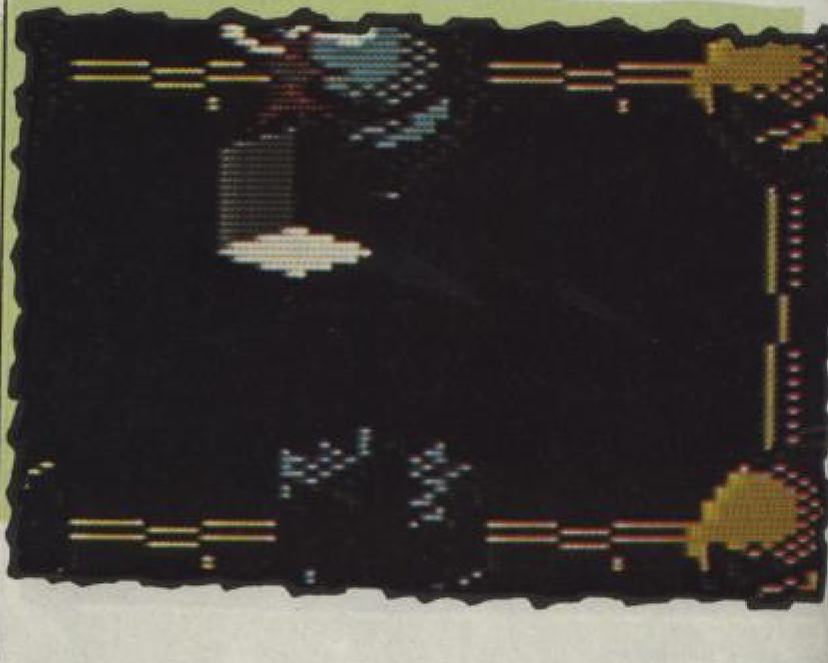
OVERALL 49%

SHOCKWAY RIDER
Rack-it, £2.99

The future is a paranoid place where violence is rife. At least you don't need to move your legs when you're outside though, because the Council have just laid a system of moving pavements which convey citizens through town quickly and easily. However, the pavements are favourite haunts of muggers and other vagabonds so anyone who rides them has to be prepared for a fight.

Your objective in the game is to complete a circuit of various city districts, beating off the attentions of said miscreants with your fists and any debris you can pick up, such as bricks and spheres. As you might have gathered, it's a bit weird, but such an unusual form of digital violence makes for quite an entertaining game. Worth a look.

OVERALL 75%





LIGHT FORCE
Rack-it, £2.99

This a pretty straight space shoot 'em up, replete with the standard Aliens Invading Terran Colonies scenario. Even so, it's got the essential shoot 'em up ingredients – pace, good graphics, a thumping soundtrack (written by none other than Rob Hubbard), and loads and loads of aliens to blast.

The only problem with the game is that there isn't an awful lot of scenery and after you've got through it once, there's not a lot of incentive to come back to it. Another example of 'Not Brilliant, But At The Price . . . ' See what I mean?

OVERALL 78%

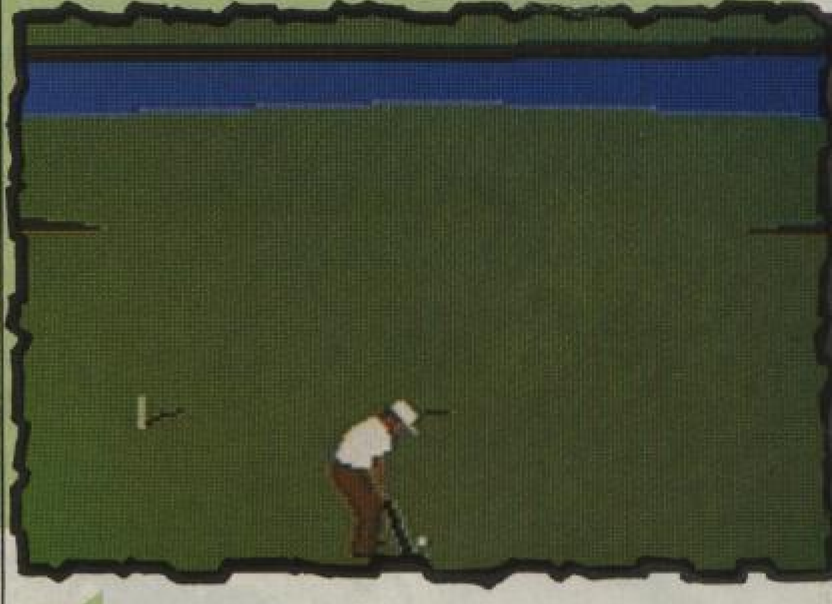


COMBAT LYNX
Encore, £1.99

Another flight simulation, this time taking the Westland Lynx helicopter as its subject. After choosing a load of weapons to kit your Lynx out with you're launched into hilly enemy territory which is swarming with troops, and packed with gun and missile emplacements and enemy bases. This a bit of a strange simulation, because although it offers the standard 3D view of your surroundings, you watch the action from behind a helicopter sprite.

Also, instead of giving a constant view straight ahead of the Lynx, the program allows you to turn through ninety degrees before the view suddenly flips round. Quite why the programmers did things this way eludes me. It certainly doesn't add much to the slow and unexciting action. Not really recommended.

OVERALL 48%



LEADERBOARD
KIXX, £2.99

'Golf,' you might think, 'What could be more boring than golf?' Ahaaaa . . . ! Ahahahahaaa!! You obviously haven't played any of Access' brilliant *Leaderboard* series. This is the original game which gives you four, eighteen-hole courses to play on, with up to three other players all playing at one of three skill levels.

The golfing action is portrayed in glorious 3D-o-vision and accurate driving, putting and pitching is all down to club selection, power of swing and strength of hook or fade. Power and shot type are set by hitting the fire button at judicious moments to halt moving force gauges. If you haven't got any of the series already, then why not? This is a perfect opportunity to get your hands on a classic sports simulation.

OVERALL 90%



WAY OF THE TIGER
KIXX, £2.99

Who would train to be a Ninja, eh? The Man in Black in this game has to master three forms of combat to attain his destiny. In the first part of his training he has to enter the desert and use 16 unarmed combat moves to keep away enemies of supernatural strength. In the next part, our hero has to step onto a slippery pole and protect a magic lake with his Ninja staff – just like some kind of 'It's a Knockout' game (only without Stuart Hall).

Finally, it's time to enter the local temple for the all-comers Samurai chop 'em up – sword-fighting, you know? The beat 'em up action isn't too bad, but the game is marred by very ropey sprites and a really awful multiload and isn't really worthy of consideration.

OVERALL 43%



AIRWOLF
Encore, £1.99

After buying the license for the fab (I think) TV series, Elite put the super-helicopter into a strange sort of maze game. Stringfellow Hawke (the pilot) has to guide his whirly-bird into an underground labyrinth in search of five kidnapped scientists. The maze is protected by death-dealing rays and force shields which can only be neutralised by finding the corresponding control boxes on the maze walls and blasting them with your chain guns.

Airwolf is three years old now but still manages to be pretty playable, though the graphics and sound certainly look their age. Still, there are plenty of worse games going around at the same price.

OVERALL 70%

INTRODUCING THE FASTEST CRAZIEST GAME SHOW ON EARTH
REQUIRING FAST REFLEXES... NERVES OF STEEL... AND A PASSION FOR PAIN.

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ACTUAL SPECTRUM SCREEN SHOTS

AND TO GUIDE YOU THROUGH IT HERE'S THE MAN WHO CAN...
THE HOST WITH THE MOST... THE ONE AND ONLY... BOBBY YAZZ!!!



The Bobby Yazz show is a totally addictive and excellently presented game that will bring hours of fun!!... 85%... CRASH.

A Novel idea and one that I can see being copied quite a lot... C & VG.



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Dear Santa, I would like for Christmas.....

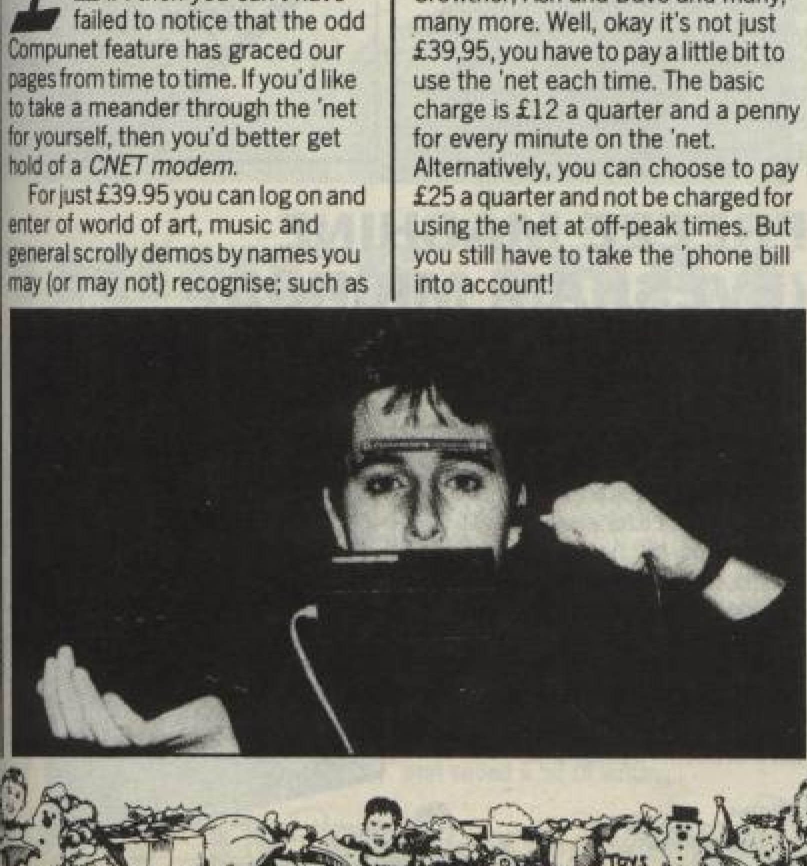
Well, it's that time of year again. When Maff's parents dread him reading any sort of press or watching TV, because sooner or later he's bound to turn around and say, 'Cor, mum! Look at that! I wouldn't mind one of those for Christmas,' only for his mum and dad to find out that the price is £69.95 (ex-VAT and batteries not included). So I think we'd better apologise in advance for this feature, which may give some people ideas to what they want to nag for first. In these pages are just a few of the plug-ins, add-ons, extensions and arousal devices available for the Commodore 64 and Amiga machines, all revealed by our very own Dr Evans. So, guys and gals, sharpen up your biros and repeat after us 'Dear Santa . . .'

MISCELLANEOUS

CNET MODEM (COMPUNET)

If you're a regular reader of ZZAP! then you can't have failed to notice that the odd Compunet feature has graced our pages from time to time. If you'd like to take a meander through the 'net for yourself, then you'd better get hold of a *CNET modem*.

For just £39.95 you can log on and enter of world of art, music and general scrolly demos by names you may (or may not) recognise; such as Bob Stevenson, Dokk, IG, Tony Crowther, Ash and Dave and many, many more. Well, okay it's not just £39,95, you have to pay a little bit to use the 'net each time. The basic charge is £12 a quarter and a penny for every minute on the 'net. Alternatively, you can choose to pay £25 a quarter and not be charged for using the 'net at off-peak times. But you still have to take the 'phone bill into account!



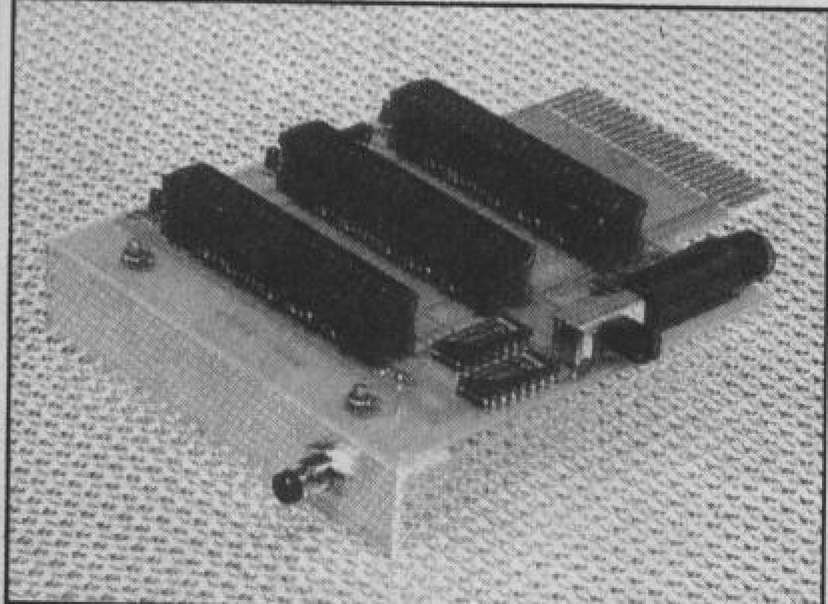
ZZAP! 12 MONTH SUBSCRIPTION

Everything you need to know about the world of the C64 and Amiga for one whole year. How can you do without it? How can we do without you? Have you got £18 to spare, or £25 outside mainland UK or £38 outside Europe? If so, SEND US YOUR DOSH!



3 SLOT MOTHERBOARD (DATEL)

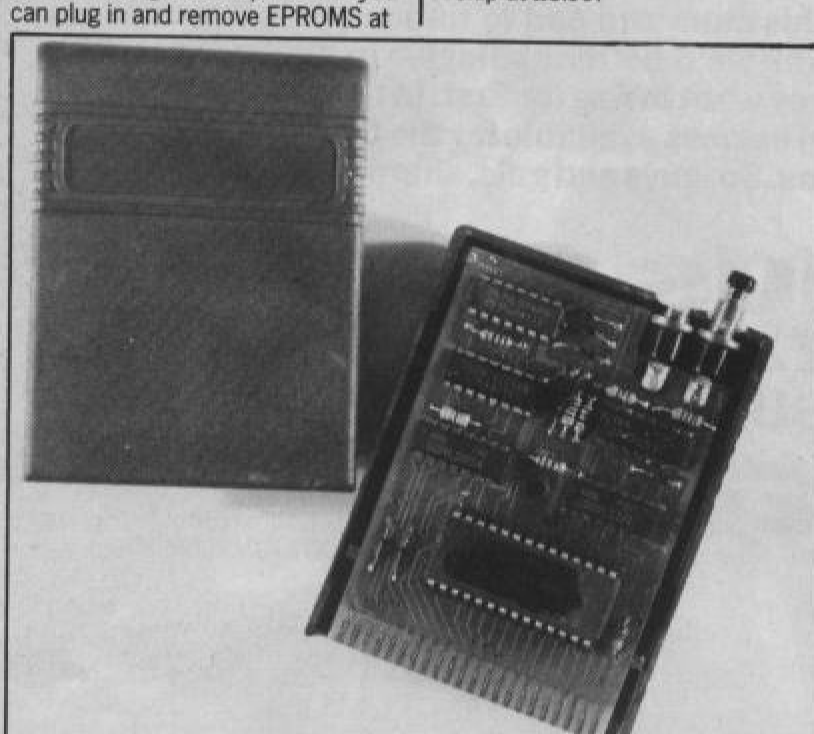
Ever wished that you could plug more than one thing into your 64 at a time? Well with this doobrie from Datel you can! The board has three usable sockets which can be switched on and off at the flick of a switch. The whole thing is safely fused and has a reset switch too. As the ad says, 'Only £16.99.'



16K EPROM BOARD (DATEL)



Got any EPROMS that need mounting? (Oo-er! Thet's enough of that!) Well now you can plug in and remove EPROMS at will with this rough and tough plastic box. It even has a built in reset switch. A snip at £8.99.



C64 RESET CARTRIDGE (DATEL)

A must for anyone who lacks the necessary dexterity with a paper clip to reset their machine and doesn't know one end of a soldering iron from the other (that could be painful actually, couldn't it? Ow!). For just £5.99 you get an expansion port reset switch set in a sturdy plastic case. The days of flying shards of exploded 64 are over! Maybe.



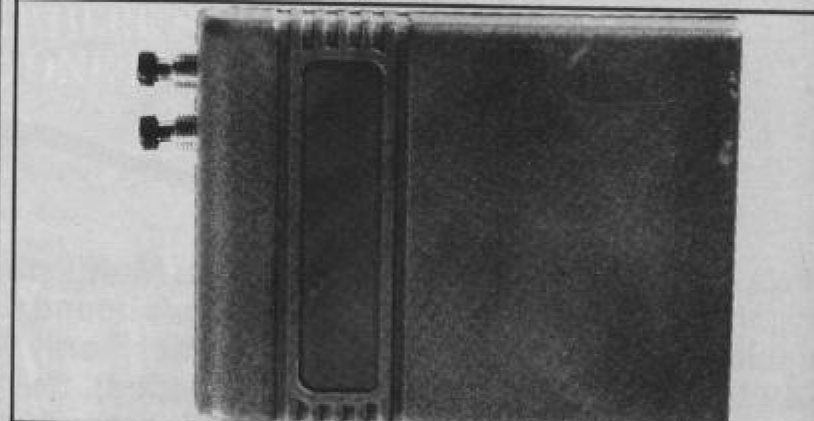
THINGS THAT PLUG IN THE BACK AND PUT THINGS ON DISK



ACTION REPLAY MK IV (DATEL)

Datel's system actually does more than just put back-ups onto disk. Also included are such tricks as a sprite killer, printer dump, screen saver and a turbo which uses the superfast Warp 25 loader. All this is available for £29.99 *post free*! Cor.

For those who would like all these functions and also have the ability to hack into programs and mess around in machine code, then maybe the Mk IV Professional is for you. It has all the features of the standard Mk IV cartridge, with the addition of an extended monitor, RAM save and other useful tools. The cost of this mega cartridge is £34.99. A bit more expensive, but some may think it's worth it.



EXPERT CARTRIDGE (TRILOGIC)

Despite the cartridge itself looking like something out of an HG Wells story, Trilogic's product does prove to be a useful device. Not only does it allow you to make disk backups of programs, it also allows you at the flick of a switch to use a monitor to enter code directly into the program, enabling you to cheat at games (Ooh! The very *thought!*). Trilogic also claim that their turbo system loads even faster than Warp 25. Gosh! All for just £25.99 post free.



FREEZE MACHINE (EVESHAM MICROS)

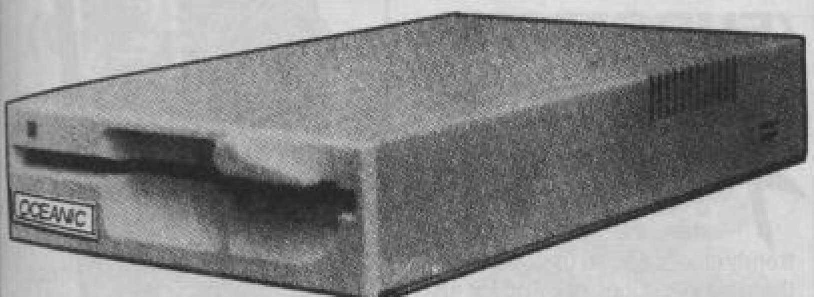
This cartridge is an extension of the Freeze Frame series. Like their other backup cartridges, Freeze Machine contains two save systems; the standard save that doesn't require the cartridge to load and the Lazer save that has a faster turbo, but needs to be loaded via the cartridge. Extra functions include a built-in reset switch and a fast disk formatter. The cartridge is available from Evesham at £28.95, with an extra extra utility disk update priced at £7.95, allowing you to disk-save even more programs.



NOW YOU'VE GOT THE BACKUP CARTRIDGE, HOW ABOUT A DISK DRIVE TO SAVE TO?

OCEANIC OC-118 FOR THE C64 (EVESHAM MICROS)

The *Oceanic* is an elegant slimline drive which was previously sold as the *Excelerator plus*. When it was originally released, it was highly acclaimed due to its speed and reliability and even today it's still one of the best 64 drives available. The drive is available from Evesham for £129.95 including a free copy of the GEOS system disk or £149.95 with GEOS and Freeze Machine. Well we've got one and it doesn't go wrong very often. Only joking . . . it goes wrong all the time! Ooh, aren't I just a kidder! It never goes wrong! Ha ha ha ha ha! *Koff!*



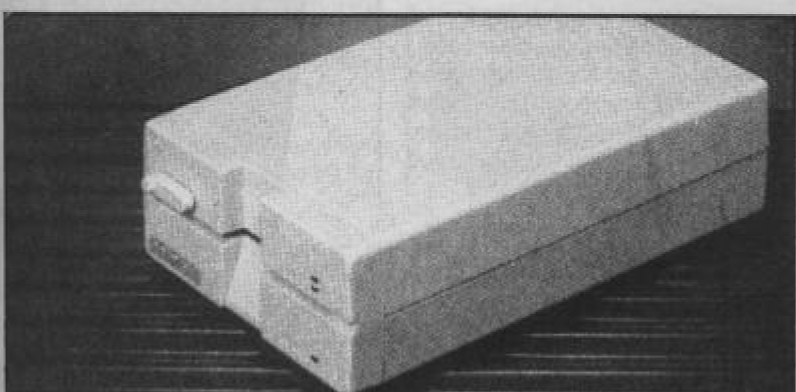
AMIGA 2ND DRIVE (EVESHAM MICROS)

As the name suggests, this is a standard external drive for the Commodore Amiga. Modelled in the standard Evesham slimline form, the drive is completely compatible with all A500 or A1000 machines with 880K capacity. A very good quality drive at the meagre price of £89.95. An absolute must for fans of Cinemaware-type double-disk programs or users of Photon Paint. I hate disk-swapping. I mean I really, *really* hate disk swapping. I really, really, *really* . . . (We get the picture – Ed).



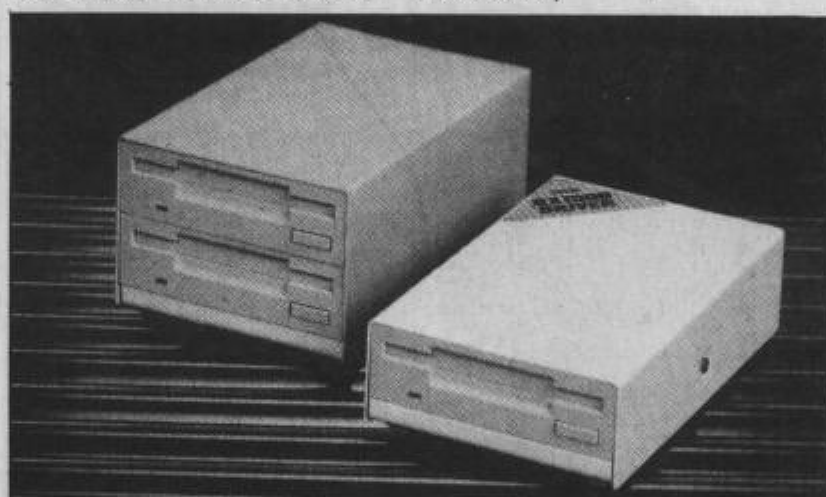
C64 BLUE CHIP DRIVE (DATEL)

Another drive that claims 'more compatibility than any other drive on the market' (they can't *all* be more compatible!). Still, if you're on the lookout for a tidy little drive that won't dent your pocket *too* heavily, then you could do worse then this for £139.99. Hold on, that is a *bit* on the dear side . . .



EXTERNAL 3.5'' DRIVES (DATEL)

Datel's Amiga-compatible drives are among the most attractive available, sitting very pretty by the Amiga. The unformatted capacity of one meg and the ability to chain drives together make this a very desirable little number, but priced at £99.99 (ten pounds more than Evesham's) it's worth thinking before spending. Another point of interest – why have they decided to charge more than twice the price of a single drive for a twin drive? Beats me (as the masochist said to the marriage counsellor!).



THINGS THAT THE GRAPHICS APPEAR ON

PHILLIPS CM8852 COLOUR MONITOR (EVESHAM MICROS)

This is the same as the one mentioned above, *but* it is capable of displaying at a higher resolution . . . and it costs a little more. £299 to be exact. (Well, that saved a bit of writing!)

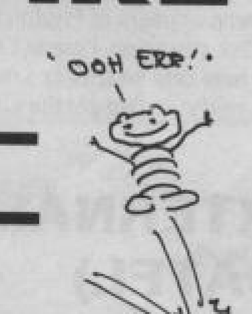
PHILIPS CM8833 COLOUR MONITOR (EVESHAM MICROS)

A very high quality monitor for the Amiga, featuring a good quality full-colour, medium-res display, green screen option, stereo sound and switchable inputs, allowing you to switch between, for example, computer or video input. Also incorporated is a mini stereo headphone socket, so that you can listen to your games in private. We run our Amiga in the office on one of these monitors and we've found them rather good, especially at the price of £279. Not bad for such a high quality picture.

COMMODORE 1084 COLOUR MONITOR (ANY COMPUTER HARDWARE SHOP)

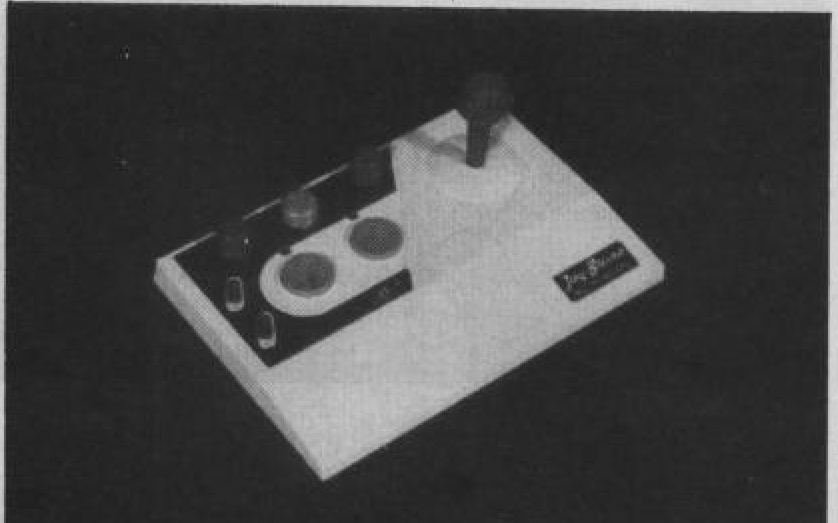
Commodore's *official* new full-colour, medium-resolution monitor works with both the 64 and Amiga, depending on the connections used. But don't panic, all the necessary leads for both machines are included. The monitor itself is of a remarkably high standard. In fact, all the screenshots of 64 and Amiga games in ZZAP! are taken from a 1084. Unfortunately, the sound isn't stereo, but it's still very good quality and it costs less than the Phillips monitor, usually around £249. One of the cheapest, but one of the best.

THINGS TO GO UP, DOWN, LEFT, RIGHT, FIRE AND WIGGLE–WIGGLE–WIGGLE



JOY BOARD (EUROMAX)

Although it looks slightly odd, the Euromax Joy Board is, in our, opinion the best available table-top joystick. The stick movement is loose and comfortable and allows you to react quickly to the on-screen action. The auto-fire's really good too *and* the rate is adjustable. Not content with making a really good joystick, Euromax have bunged on a pair of paddles, for use in programs that need an analogue input. The Joy Board is available from our own mail order and you can have one for your very own for just £19.95!



TERMINATOR (SUPER SOFT)

Some of you will probably have already seen this stick lurking in software stores. If you had then you wouldn't forget it, seeing as it looks like a hand grenade! The stick itself is mounted on top, near the pin, while the fire button is the grenade clip. A trendy enough idea to make a grenade-shaped stick to give a *hard* look, but the stick itself is very uncomfortable to operate. The stick is too small, the button gives very little feedback and it starts to feel heavy after a while. Still, if you feel you must have one then they cost £10.95 'from good dealers everywhere, folks!'

COMPETITION PRO 5000 (EUROMAX/DYNAMICS)

This black and red stick nas become quite a classic in its time, being used in many a gamer's home. The 5000 is still an excellent joystick, having a marvellous feel suitable for most (if not all) types of games. The price currently stands at £14.95, and the stick can be found on sale all over the place, including branches of Boots and Argos. But if that's not enough . . .



COMPETITION PRO 5000 – CLEAR (EUROMAX/ DYNAMICS)

The 5000 Clear has all the great feel and strength of the standard 5000, but with a trendy clear case, so that you can see the workings. Cool, eh? And for just one quid extra. Speaking of extra . . .



COMPETITION PRO EXTRA (EUROMAX/ DYNAMICS)

This stick also has the feel of the 5000 and a clear case, *but* it has the addition of an auto-fire and slow motion movement, for squeezing through tight corners (yuk! Sounds disgusting!). To you guv, £16.49.



MACH I (CHEETAH)

Cheetah, one of the bigger joystick companies, are renowned for their 'pistol grip' type joysticks, and the MACH I is another one of the type. The stick itself is nothing to shout about, being the standard upright, top-firebutton, autofire sort, but it is quite cheap at just £10.95. Check it out.





CHALLENGER (CHEETAH)



Another 'grip' joystick which is budget in every sense of the word. The stick doesn't feel in the least bit robust and handles rather poorly. In fact I don't think it would last five minutes of DT's Olympic Challenge! As it's only £4.95, only those with a serious lack of money should indulge.

125 SPECIAL (CHEETAH)

This special edition joystick has all the normal functions of this type of controller, such as trigger button and auto-fire, with the addition of a rotating grip control and four definable fire buttons. The extra functions are accessed by the use of a second joystick port, which is fair enough if people start writing programs to utilise these functions. Still at £12.99 . . . it costs money (eh?).

STAR FIGHTER (CHEETAH)



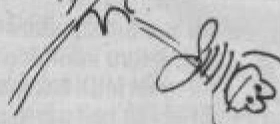
Well, here we have (surprise, surprise) another 'pistol grip' joystick. Cheetah obviously consider this their premium joystick judging by the £14.95 price tag. The stick look a bit like the Gorf and Tron controllers in the arcades and . . . it's quite nice, actually. Keep a look out for it.

CRUISER (POWERPLAY)



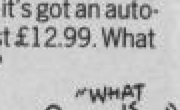
A tried and tested ZZAP! favourite, the Cruiser. Ours has stood up to mad reviewers thrashing about on it for quite a while and is still wearing well. The adjustable sensitivity collar is a good idea and allows you to set the stiffness (k-wooar, k-wooar! Nothing wrong with my stiffness!) of the stick. The general feel is very good and makes the Cruiser one of our top joystick recommendations. It's available in good stores everywhere or from our mail order, priced £9.99.

CRUISER CLEAR (POWERPLAY)



The clear version of the Cruiser has all the qualities of the standard cruiser set in a clear case. Oh, and it's got an auto-fire too. All this for just £12.99. What more could you ask?

SPEEDKING (KONIX)

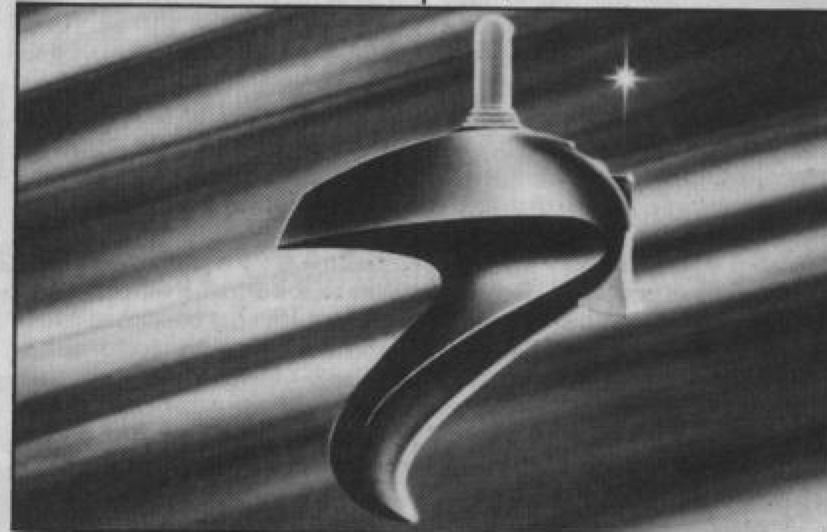




After people got over the initial response that this joystick received, ie 'What the hell *is* it?' the Speedking went on to do rather well. The stick is primarily for people who don't like to play with a joystick on the desk, as the Speedking can only be hand-held. The grip is comfortable and the stick has a good tactile feedback, but the shaft could have been a bit longer. The Speedking is widely available for just £11.99 or £10.99 if you order it from ZZAP! (plug, plug).

NAVIGATOR (KONIX)

Another innovative stick design from Konix, the Navigator resembles a Star Trek phaser. Again the device is comfortable to hold, but the stick is even shorter than the Speedking, making it a bit fiddly. Still it's nice enough for £14.99.



THINGS THAT PLUG IN THE BACK AND TO AN AMP AND MAKE LOADS OF NOISE

C64 DIGITAL SOUND SAMPLER (DATEL)

Datel's 64 sampler is considered to be the best available. So let's see what we've actually got here:

Sample between 1 second and 2 and a half seconds at 30 kH

Set trigger between instant or manual

Full sample and loop editor

3D and standard flat waveform plot, including live input display

Disc users can split sounds to use in Com-Drum editor

Record sounds with echo and delay and overdub onto previous samples

Live effects such as echo, delay and reverb

Realtime 40-note sequencer, remembers last 40-notes played

MIDI compatible on channel 0

The Datel sampler has as good quality and more options than any other 64 sampler. Despite the numerous functions, it's a doddle to use and at £49.99 it's a must. Also, if you want to turn it into a 3-channel drum machine, a piece of software is available from Datel at just £9.99. Blimey!



SFX SOUND SAMPLER (COMMODORE)

Commodore's own sampler comes in a sleek, dark gray module that plugs into the 64's expansion port. It comes supplied with leads to connect its output to a stereo or amp and a microphone. However, the mike isn't really good enough quality to get usable samples so avoid using it if you can. Anyway, enough of that, here's what it can do. The basic functions on offer are:

A single shot sample of 1.4 seconds length, which can be played forwards, backwards and/or looped over the keyboard at various speeds

A 'Quatro' sample which splits the max length into four separately sampled parts to use in a one-track 16 note sequence

A pitch converter which can raise or lower the tone of the input

An echo chamber which can give a delay of between 80 milliseconds and 2 seconds

The sample quality is remarkably good for a machine at the price and if used with care, the samples can sound quite effective in a recording. The sequencer isn't too great, being only one track and non-tunable, not to mention the fact that it seems to lose time every now and then. The echo can be extremely effective if set right and Maff has often used it to expand sounds in his recordings

The SFX Sampler, when all is said and done, gets some of the best quality samples you could expect from the 64 and at the price of around £60 it's worth searching out.

AMIGA AUDIO DIGITISER (TRILOGIC)

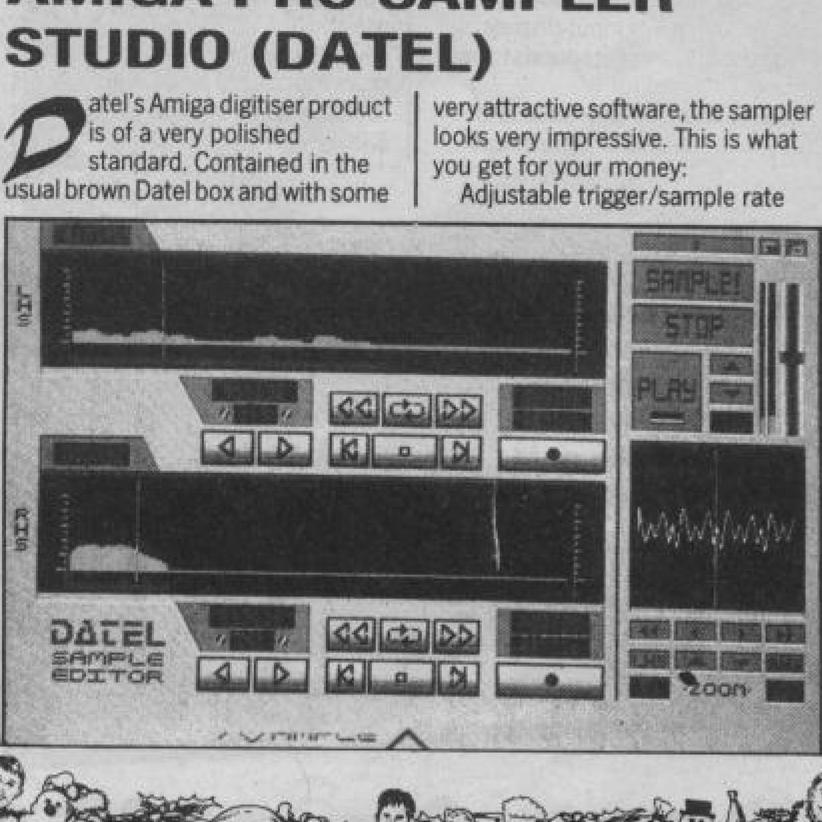
Trilogic's foray into the sampler market comes in the form of their low-price Amiga digitiser. Housed in a case about the size of a TV modulator and supplied with input leads, the digitiser is designed to work with most available commercial software, such as Audiomaster, Prosound and Perfect Sound. The digitiser is just the thing for Amiga owners (with the relevant software) who want to dabble with sampled sound at a relatively low price and the price is . . . £24.99 (wow).



AMIGA PRO SAMPLER STUDIO (DATEL)

Datel's Amiga digitiser product is of a very polished standard. Contained in the usual brown Datel box and with some very attractive software, the sampler looks very impressive. This is what you get for your money:

Adjustable trigger/sample rate



Full hi-res sample editing with zoom function for accurate edits

Realtime level and frequency displays

Saves in IFF format, a standard used by many software packages

3D 'Fairlight' type sample display

Sequencer software includes 2 and 3 note chords over 5 octaves, 4 track sequencer with up to 9999 events, adjustable beat and tempo and a built in mixer

The sampler itself is superb and the software looks like an on screen mixing desk with sliders, buttons, windows and LED displays. The price of the sampler and software is £69.99. Even now Maff is searching for his cheque-book.

SOME USEFUL CONTACTS FOR THESE BITS 'N' PIECES

COMPUNET, Unit 26 Sheriton Business Centre, Wadsworth Road, Perrivale, Middx, UB6 7JB

LOAD IT, 35 Stretton Road, Shirly, Solihull, W Mids, B90 2RX

DATEL ELECTRONICS LTD., Fenton Industrial Estate, Govan Road, Fenton, Stoke On Trent. Tel: 0782 744707

TRILOGIC, Unit 1, 253 New Works Road, Bradford, BD12 0QP. Tel: 0274 691115

EVESHAM MICROS LTD., 63 Bridge Street, Evesham, Worcs, WR11 4SF. Tel: 0386 765500

EUROMAX ELECTRONICS LTD., Bessingby Industrial Estate, Bridlington, N Humbs, YO16 4SJ. Tel: 0262 601006/602541

KONIX, Unit 35, Rassau Industrial Estate, Ebbw Vale, Gwent NP3 5SD. Tel: 0495 35010

DYNAMICS MARKETING LTD., Coin House, New Coin Street, Royton, Oldham, Lancs, OL2 6JZ. Tel: 061 626 7222

CHEETAH MARKETING LTD., Norbury House, Norbury Road, Fairwater, Cardiff, CF5 3AS. Tel: 0222 555525

SFX FM SOUND EXPANDER (COMMODORE)

Another module for the C64, this looks very similar to the SFX sampler. Supplied with the module is a full-size, five octave keyboard which plugs into the side of the module. The software included gives you a bundle of FM sounds, a set of rhythms and some demo tunes.

The sounds are excellent, sounding like a machine from a much higher price range. Maff uses one to record from and says the sounds are 'Well good'. Particular favourites are Strings, Synth 1, Synth 3, Cosmic Wow, Alien and Raindrops. However the last three are only available on the disk version. Aw! When last seen around, the system was going for about £60 last time anyone here heard. Get hold of one if you can!

MIDIMASTER (DATEL)

This is a full standard 1-in, 3-out, 1-thru interface suitable for most MIDI linkups (unless you've got about half a million quids worth of rack-mount gear). A good bargain for Amiga-owning MIDI users at £34.99.



ZZAP! COMP

DON'T BE A STICK IN THE MUD!

GET STUCK IN WITH KONIX!



Yea verily, on Christmas morning, those children with bright pink faces leapt out unto their stockings and tore them asunder to discover what Santa, also known as Claus, had concealed therein. Out tumbled purple pyjamas, Flintstones underpants and, yea (to their amazement), sensible woollen socks. And the children of that land began to weep. They had written in their letters, nay it was written on their very faces, that what they really desired, one and all, was a brand new Konix joystick. With this instrument of joy, their Christmas holidays would have been bathed in light, their monitors gleaming with high scores. Alas, their aunties and uncles had been blind to the writing on the wall.

And at that time the land was struck with a barrenness and a veritable lack of fun. Cassettes languished in their boxes and disks were never loaded long. In sooth, all Christmas cheer had gone.

So the men from Konix noticed this, and, truly, they were struck by sadness. As they played with their company 'sticks they gathered together and agreed to share their joy. Having travelled long to the tower of the legendary ZZAP! lads and girly, they put forward a simple plan. Up to 20 readers bold and bright enough to solve three mighty riddles before December 12th should become the owner of one of the coveted Konix joysticks.

Ten first-prize winners should receive the accolade of the company's newest Navigator 'sticks (a veritable feat of sleek and spritely engineering). Those five blessed with the honour of second prize would be presented with the Konix Predator 'stick and five runners-up would receive, absolutely free of charge, a Konix Megablaster joystick.

And this is how the riddle ran:

1 Which famous navigator discovered America?

a: Vasco da Gama
✓b: Christopher Columbus
c: Marco Polo

2 Who played the lead role in the feature film *Predator*?

✓a: Arnold Schwarzenegger
b: Sylvester Stallone
c: Paul Glancey

3 Which of these Megablasting games was written by Cyberdyne Systems?

a: Delta
b: Nemesis
✓c: Armalyte

And the gamesplayers of the land were instructed to write the answers to these mammoth questions on the back of a postcard making sure to include their name and address, and send them to:

STICK WITH KONIX COMP,
ZZAP! TOWERS, PO BOX 10,
LUDLOW, SHROPSHIRE, SY8 1DB

As long as everyone sent their entries in before December 12th (Maff's birthday), the passing of Christmas as a damp squib was prevented and the men from Konix rejoiced.

Amen.



ZZAP! COMP

Oooh! What a cool dude you are (shoo wap, shoo wap). When everyone else is sitting around their Christmas trees singing carols and giving each other cutey-little-green-men-in-champagne-glass Yuletide cards (shoo wap, shoo wap), you're still out there, roaming those little dark places under your armpits . . . er, no . . . I mean those little dark places in deepest space.

Yep (shoo wap, shoo wap), a man called Brad Zoom knows exactly what a man called Brad Zoom's gotta do. I mean, honey, when you're the star of the up and coming *Better Dead Than Alien* (C64 version, smart arse!), you gotta live up to your reputation. It's a hard, dark world out there, and you're a hard, dark, hairy man. While everyone else is getting tipsy on sherry-soaked plum pie, you're gettin' high blasting hell out of those mega-armoured alien nerds. Who cares about mince pies when you can make mincemeat right here in the cool, dark sky? (Well I do, for a start – Ed.)

Now as every cool dude knows (shoo wap, shoo wap), if you wanna be cool you gotta have the proper clothes. Right? Absolutely, yes sirree. So what is the correct gear if you want to be a mega-hard blasting hero with a pretty good shoot 'em up to your name? Well, it helps if you have a lot of hair. If you haven't got any, cover your legs in lemon juice and give 'em a shave – you might not get any hair but you'll certainly be brave (hey, a poem). But more important even than a big wodge of body fuzz (shoo wap, shoo wap) is the right shirt. Forget about your favourite Postman Pat sweatshirt and go for the equipment that counts. What is it? A *Better Dead Than Alien* T-shirt, of course (boop boopy wap).

Want one, huh? S'pose you want a copy of the game as well (shoo wap, shoo wap)? Well, those incredibly hard and hip guys at Electra have agreed to cough up 10 T-shirts and 10 copies of the computer game to be given as prizes to the best drawings of aliens 10 clever readers dream up. And as if that isn't enough 10 more runners up are going to get a T-shirt each, as well (gasp, wowee, well blow me down with a megablasting alien shoot 'em up!). Neat? It will be if you remember that these aliens have to look prett-y damn mean, sonny. I mean, you'd rather be dead than one of these guys.

OK, so you've got your picture and you've given yourself a hell of a fright. What next? Put your drawing in an envelope and send it (along with your name and address) *before December 12* to:

ELECTRA'S MONSTROUS COMP, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB

Shoo wap, shoo wap.

Oh no! It's them!!

Just who are those multi-faceted multitasking maniacs murmuring monthly moronicisms? What *is* Paul's favourite fish – and why? What was Maff's most embarrassing moment? What kind of operation did Kati suffer to look like that? And is Gordon *really* fat? If you, seeker of universal knowledge, scan the next four pages, you will discover truths therein enclosed that verily shall shake the earth's nether regions a lot.

Gordon 'lumpfish' Houghton



name: Gordon Leslie Houghton
born: 15-11-65 (Monday)
height: 5'7" and a bit extra (with my platforms on)
weight: 8,000,000st. No – only kidding: it's really 83st 4lb.

GAMES

1. **The Sentinel:** 'It's got the best atmosphere of any game I've ever played'
2. **Spindizzy:** 'Simply brilliant'
3. **Dropzone:** 'Shoot 'em ups don't come more addictive than this'
4. **Hunter's Moon:** 'It's almost the perfect concept for a game, and is the definitive alternative shoot 'em up'
5. **Dungeon Master (ST):** 'Big and bouncy'

MUSIC

Rush: 'The first group I ever really liked'
Phillip Glass: 'good furniture music – and it just goes on and on'
The Smiths (and Morrissey): 'the only music I know that makes me feel depressed and elated at the same time'
The Cocteau Twins: 'ditto'

TV

Any sports programme 'except for horse racing'
The Good Life 'I literally split my sides and have to go to the hospital'
Bullseye 'Jim Bowen is a genius'
Soaps 'of any kind'
The Storyteller 'was superb'
Postman Pat 'and his black-and-white cat'

FILMS

1. **Koyaanisqatsi:** 'it's like an old trout: big and smelly, but with plenty of maggots'
2. **Manhattan:** 'I like Woody Allen *a lot*'
3. **Alien:** 'a brill 'n' fab atmosphere'
4. **Apocalypse Now:** 'hip and cool (man)'
5. **The Meaning of Life:** 'er . . . '

FOOD

'**Pizzas** are fab, and so is **cheese fondue**. I'd probably swim t'Channel wi' 'ands tied up and grett big weights on t'foooot for some **chocolate**.'

FAVOURITE PERSON

'If it was a toss up between **Jim Bowen, Tarby** and **Morrissey**, I'd have to go for **John Noakes**.'

FAVOURITE COMEDIAN

Steve Wright: 'he's hatstand'

SEVERE DISLIKES

'Insects, soft Hula Hoops, dead sheep with bloated stomachs, smelly socks, vomit behind fridges, urine stains, Terry Scott, crusty scabs, old fish, getting up in the morning, luncheonmeat, onions, contagious diseases.'

BOOKS

Stephen King 'is good'
James Herbert 'is good'
Roald Dahl 'is good'
Frank Herbert 'is good'
Kliban cartoons 'are amazing'

AMBITIONS

'To bE a enjun driiVur liik mi dad'
'To grow up (ie, to be taller)'
'To bear children and eat more fruit'
'To drop plastic fish from a very tall building'

MOST EMBARRASSING MOMENT

'Life'

WHAT I WOULD BE IF I WASN'T A REVIEWER

'Unemployed, happy, dead, free, a man called Dennis, a eliphunt, older, a teapot.'

FAVOURITE FRUIT

Bananas: 'they're so real without being pretentious; ironic without being cynical; so yellow and curved – and great dancers, too.'

FAVOURITE FISH

'Undoubtedly, the **trout**. Brilliantly designed and executed – and they'll last you a lifetime. Especially good with chips.'

Kati 'cuckoo' Hamza



name: Katharina Samara Gamal Hamza
born: 26-04-65 (honest)
height: a bit taller than Gordon (measured with a extra long ruler)
weight: not a lot

GAMES

1. **Tetris:** 'more addictive than a game of darts'
2. **Jinxter:** 'best adventure ever – yet'
3. **Jack Attack:** 'cute and cuddly – just like me'
4. **Dropzone:** 'beat them pods down into the ground'
5. **Buggy Boy:** 'a lot cooler than your average racing game – and froody too'



MUSIC

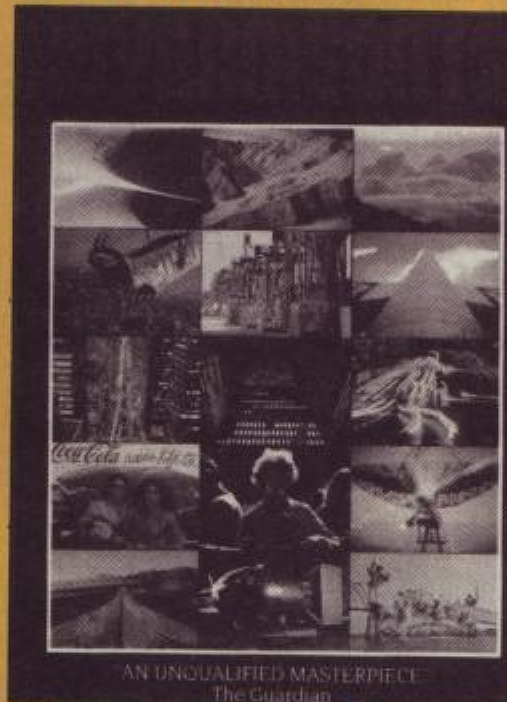
Suzanne Vega: 'because she sang in the Albert Hall without any backing at all'
Peter Gabriel: 'Genesis was a lot better with him in it'
Kate Bush: 'she just keeps on doing her own thing – and she's a vegetarian'
This Mortal Coil: 'weird'

TV

The Singing Detective: 'for some reason Mary Whitehouse didn't like it'
King Rollo: 'I like his dog'
Blind Date ''cos it's really tacky'
Little House on the Prairie 'so corny I always cry'
Anything with Miss Marple in it: 'she's meant to be so clever, it's unreal'
Network 7: 'Blue Peter for grown-ups'

FILMS

1. **The Draughtsman's Contract:** 'really pretentious – I don't understand what it's on about'
2. **Kiss Of The Spiderwoman:** 'ouch'
3. **The Dark Crystal:** 'the Muppets make good'
4. **Some Like It Hot:** 'brill'



5. **Koyaanisqatsi:** 'you can watch it over and over again'

FOOD

'Spaghetti, all kinds of pasta, nothing with meat in it, peaches, apples, cheesecake, strawberries, fudge cake, candy floss and Mississippi Mud Pie'

FAVOURITE PERSON

'Judith Chalmers . . . no – actually . . . my mum'



FAVOURITE COMEDIAN

Steve Wright: 'the office pet'

SEVERE DISLIKES

'Bastards, racists, chauvinists, lukewarm milk, mould, smelly toilets, nuclear power, meat, worms, slugs, flying and Margaret Thatcher'

BOOKS

Fat books by **Iris Murdoch** and **Margaret Drabble** – books to eat crisps to. Anything set in Africa, India or somewhere hot. **Winnie-the-Pooh**,



Charlie and the Chocolate Factory and **Asterix** books – Obelix is brill. In fact, isn't he our editor at the moment . . . ?

AMBITIONS

'To go for a whole weekend without getting a spot, to find a decent flat, to wash my car, to eat spaghetti without getting it all over my shirt, to become rich and famous, go to New York and spend lots of money'

MOST EMBARRASSING MOMENT

'Unmentionable'

WHAT I WOULD BE IF I WASN'T A REVIEWER

'A tomato'

FAVOURITE FRUIT

Peach: 'you can only eat it with friends: they don't mind if the juice running down your face makes you look like a pillock'

FAVOURITE FISH

Prawns: 'they remind me of Paul'

Paul 'Biffa Bacon' Glancey



name: Paul Christopher Glancey
born: yes, funnily enough, on May 12th 1969
height: 5'9"
weight: wild horses couldn't drag that out of me . . . but an enraged editor could . . . 7st precisely

GAMES

1. **Dungeon Master (on the ST):** 'totally captivating and the implementation of every single feature is just perfect'
2. **16-bit Elite:** 'the blend of arcade and strategy action is flawless. I think so, anyway'
3. **Starglider 2 (on the Amiga):** 'the game I always wanted to design (almost)'



4. **Wizball:** '16-bit conversions of this brilliantly original and addictive game don't come close to the playability of the 64 version'
5. **Road Blasters (in the arcades):** 'brilliant – I once played it for four hours on a wet day in Whitley Bay'

MUSIC

Delta: 'all the tunes are fabulous'
Bionic Commando: 'technically excellent and very catchy'
Wizball: 'again, all the tunes are brilliant, but the high score entry music is particularly funky'
Miami Vice title tune: 'beautifully ethereal (can I say that?)'
The whole Bookends album by Simon & Garfunkel: 'it appeals to my naive romantic ideals (ahem)'
Just about anything by Jean Michel Jarre: 'all his music is very evocative and relaxing'
Bach: 'I don't know what it is about Bach. I just find his music appealing (especially Toccata and Fugue in D Minor – can you dig it?)'
SKY: 'Toccata, Hotta, Carrilon, Skylark, Fool on the Hill, A Girl in Winter, Westway and The Great Balloon Race are all very soothing'
First Gymnopedie by Erik Satie: 'possible the most restful piece of music ever'
Suzanne Vega: 'very poetic'
Tracy Chapman: 'her powerful voice is perfect for such potent lyrics'

TV

Bugs Bunny, Tom and Jerry and Droopy cartoons: 'anything can happen in cartoons so there are no restrictions on imagination or sense of humour. The above are totally anarchic and brilliantly funny'
MASH 'very human humour'

FILMS

1. **The Star Wars trilogy:** 'exhilarating'
2. **Any Woody Allen film:** 'incredibly silly, but very funny'
3. **Any Marx Brothers film:** 'all hilarious'
4. **Roxanne:** 'Steve Martin is a brilliant comedian'
5. **Dragnet:** 'Dan Ayckroyd is quite brilliant as Joe Friday'

FOOD

'**Bacon sandwiches** with a mug of tea (brown sauce optional) – the perfect meal. **McCoy's crisps (beef flavour)** – can I have boxful please, KP? **Turkish Delight** – I just wish Fry's would make the bars a bit bigger'

FAVOURITE PERSON

'Anyone who's ever made me laugh'

FAVOURITE COMEDIAN

Woody Allen: 'He's just the funniest person on the face of this planet'

SEVERE DISLIKES

'Lager Lads, Beer Boys and Loud Crowds, sizeist comments, faggots and graby, nuts of any kind and fish. Being barely able to hear the person on the other end of an important telephone call, *That's My Dog* and *Love Me, Love Me not* – it's debatable which of these quiz games is the more thoroughly banal'

BOOKS

'*The Earthsea Trilogy* by Ursula K LeGuin – the only fantasy novels (apart from those by J.R.R. Tolkien) which have been able to hold my attention long enough for me to finish them. Any Douglas Adams book – very clever and very witty. *Without Feathers* by Woody Allen – I envy him his imagination and totally off-the-wall sense of humour'

AMBITIONS

'To be a train driver or an astronaut (or both). To be able to eat a whole 9" ham and mushroom pizza'



MOST EMBARRASSING MOMENT

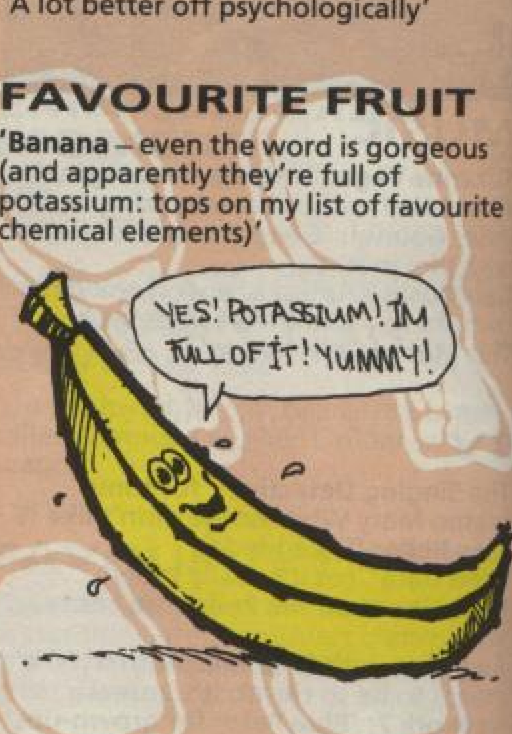
'Too many to list'

WHAT I WOULD BE IF I WASN'T A REVIEWER

'A lot better off psychologically'

FAVOURITE FRUIT

'**Banana** – even the word is gorgeous (and apparently they're full of potassium: tops on my list of favourite chemical elements)'



FAVOURITE FISH

'Hate them all – you can tell from the look in their eyes that they're just asking for trouble'

Matthew 'Dangerous' Evans



name: Matthew ('Maff') Paul Evans
born: Early in the morning of 12 December, 1968
height: 5'8"
weight: 10 stones – give or take a couple of pounds

GAMES

1. **Starglider 2 (Amiga):** 'visually incredible, highly playable and . . . and . . . well, it's just better than anything else I've seen *ever*'
2. **Marble Madness (arcade):** 'a totally mental experience – I wonder what happened to all the old machines?'
3. **Wizball (64):** 'dead strange, dead original and dead good ('nuff said?)'



4. **Shoot'em up Construction Kit:** 'lets my imagination run wild(ish) . . . where's the Amiga version?'
5. **StarRay (Amiga):** 'STARRAY . . . *GO!* . . . well, you had to be there.

GAME MUSIC

StarRay: 'powerhouse music with plenty of guts. Really good.'
Parallax: 'some of the bass chords sound really passionate, and the first time I heard it the hair on the back of my neck stood on end!'
Delta (in game music): 'very dreamy: reminds me of the risky business soundtrack'
I,Ball: 'It's actually a note-for-note rip off of two Cabaret Voltaire tracks'
Fusion: 'a bit like early Human League'

'REAL' MUSIC

Cabaret Voltaire: 'electronics, tapes and film as an art form. Music will never be the same again.'
Front 242: 'make Public Enemy look like a bunch of girls. The best band around at the moment.'
I Start Counting: 'probably the best band on Mute Records and one of the best electronic bands ever.'
Son of Sam: 'very strong and sometimes sinister music.'
Depeche Mode: 'they just keep getting better and better.'



Fields of the Nephilim: 'guitar music at its best. The 'Nephs conjour up strange images of cowboys and demons.'
Win: 'the music from the McEwans Lager advert with the people rolling boulders around is *You've Got The Power*, one of their tracks.'
Skinny Puppy: 'music in the same mould as *Front 242*, but leaning towards the more vicious side.'

TV

Red Dwarf 'the sense of humour is so simple, it's brilliant – really funny stuff'
Miami Vice 'just the atmosphere gives it the edge over other Cop-soaps'
Auf Wiedersehen Pet 'doesn't everyone?'
Cartoons 'I'm just a big kid really'

FILMS

1. **Blade Runner:** 'visuals, sound, music and dialogue go together to make a truly awesome experience'
2. **Robocop:** 'an Action Man film without the Rambo 'meathead' factor'
3. **The Thing (John Carpenter version):** 'horror as it should be made'
4. **Paris, Texas:** 'Harry Dean Stanton can do *no* wrong!'
5. **Hellraiser:** 'Didn't the Cenobites look just *evil*?'

FOOD

'Chilli con carne – with loads of hot toast *YUM!*
Curry – any sort except prawns (eeeergh!)
Bacon Butties – with brown sauce. Just the thing to keep you going through the day'
Wimpy Half-Pounders – just big enough (hur! hur!)
Scotch Eggs – really nice things and they go great with chips'

FAVOURITE PERSON

'Adrian Sherwood – the greatest producer this side of that side (eh?). The man responsible for a lot of my favourite records.'

FAVOURITE COMEDIAN

Robin Williams: 'He's just the funniest person on the face of this planet'

SEVERE DISLIKES

'Stock, Aitken and Waterman – create such awful records that they should be shot
Maggie Thatcher – Atilla the Hun in drag
Banal comedy shows – *Terry and June* and that sort of thing
Snakes – *yeeeeergh!* Horrible, *horrible* things!

BOOKS

Stephen King: 'a bit horrible but still really good'
Clive Barker: 'Just goes to show that even though Stephen King doesn't live in England, Britons can do it as well'
HP Lovecraft: 'rather disturbing, with monsters so horrible you just couldn't put them on film'
B Kliban: 'humour doesn't come more hatstand'

AMBITIONS

'To get a record deal and own my own recording studio – but at the moment I can't even afford a decent synth!'

MOST EMBARRASSING MOMENT

'Waking up one morning with a hangover and being told by my friends what I'd done the night before. I prayed that they were lying!'

WHAT I WOULD BE IF I WASN'T A REVIEWER

'Unable to act as mental as I do and get away with it (not to mention get paid for it!)'

FAVOURITE FRUIT

'Cherries – I could eat them by the ton'

FAVOURITE FISH

'Half past six . . . *aaargh!*







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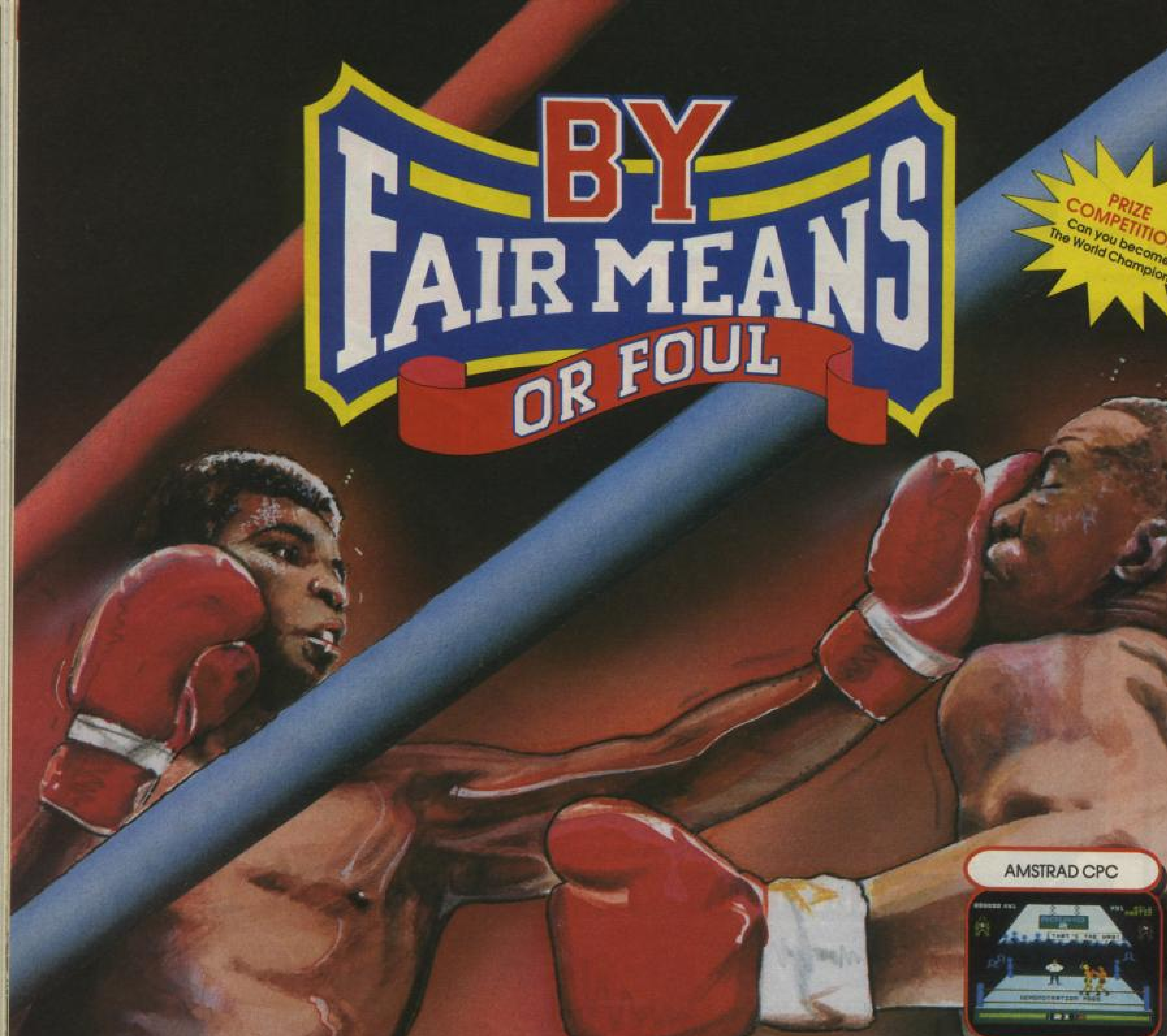
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THE ZZAP! DEFINITIVE TIPS INDEX

If you've ever wanted to know the cheat mode in *Cybernoid*, how to get past the final dragon in *The Eidolon*, or even how to find your way around Targ, fret not – help is at hand. No, we're not going to tell you how to do it here, since we've told you already – many issues ago, in fact. This little section will help you find just where those tips lie – more than that, they'll tell you what kind of tips they are. Grovelling thanks must go to the readers who sent them in and to previous ZZAP! Tips bods for selecting them from the mounds we receive every month – not forgetting our office compiler, Dave Peters, who went through every back issue to bring you this list.

How do you use it? It couldn't be simpler: just look up the game, identify the letter from the four listed below, and read off the Issue number next to the letter. It's so easy even our own PG can understand it. So, if you seek the location of any hint, tip, listing, map, poke or cheat for any game from Issues 1-43, read on . . .

THE KEY

M = MAP

Well – this speaks for itself, doesn't it? If you can't quite figure out just where to go next, check out the index to see if *your* game has been mapped by one of ZZAP!'s many fab 'n' triff cool 'n' froody tipster dudes. (End of Coolspeak).

L = LISTING OR POKE

Listings are a resetter's bane – but for those of you without those handy little red knobs, they'll do fine and dandy, mister. For those of you *with* a swollen mega-cartridge or two, or even a humble home-made version (see Paul's mega tips in Issue 41), this letter also denotes those ever-so-handy POKEs (knowharra mean, guv, etc). Either way, you'll find just about everything you want from infinite MattTrakkers to altered soundtracks.

T = TIPS AND HINTS

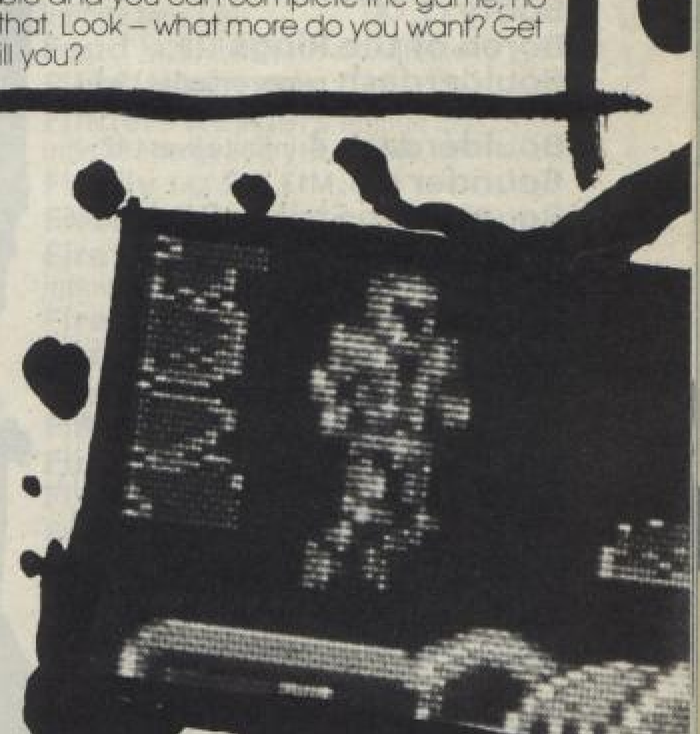
This is the kind of help we like – it requires no effort from anyone – except for reading what some kind Tipster-person has sent in. Like our very own Paul the bacon-loving tipster, these clues are short and satisfying – and could reveal truths about the nature of life itself!

C = CHEAT MODE

Our favourite. Hold down a few random keys or type in a name on the highscore table and you can complete the game, no messing. Simple as that. Look – what more do you want? Get on with the index, will you?

NUMBERS

A



B



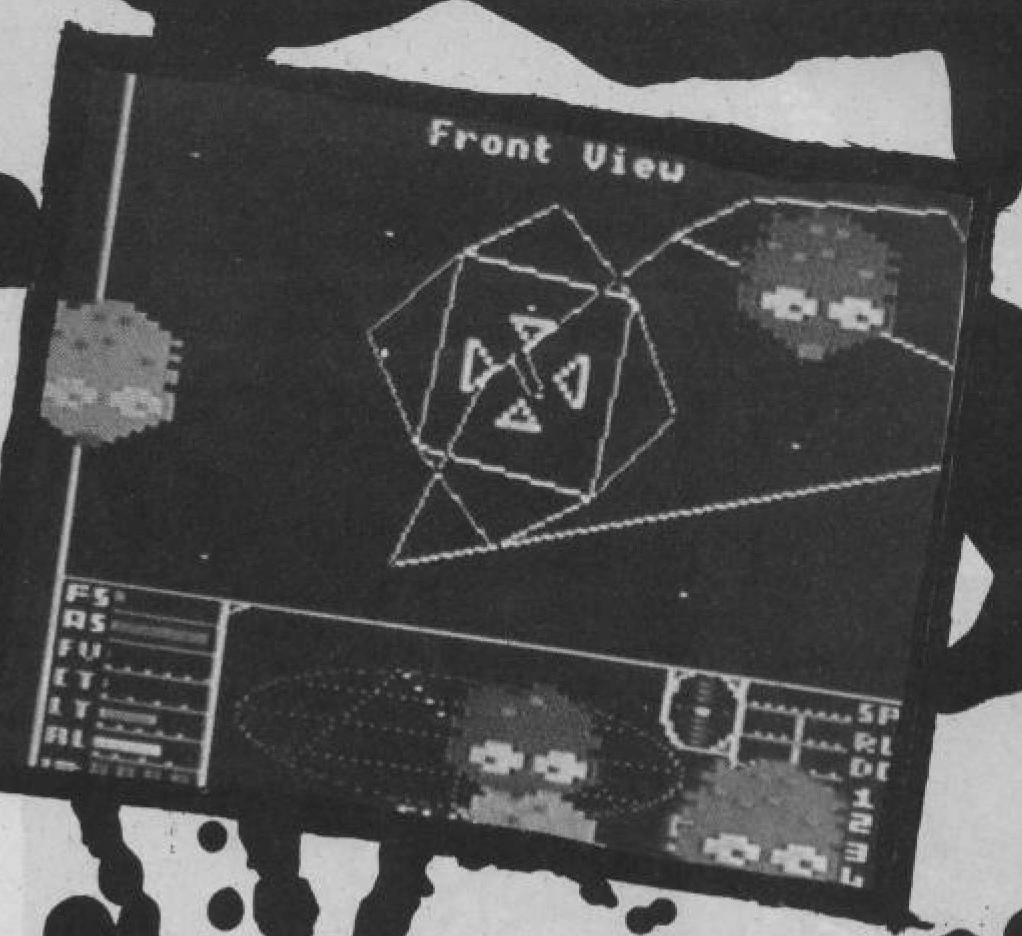




C

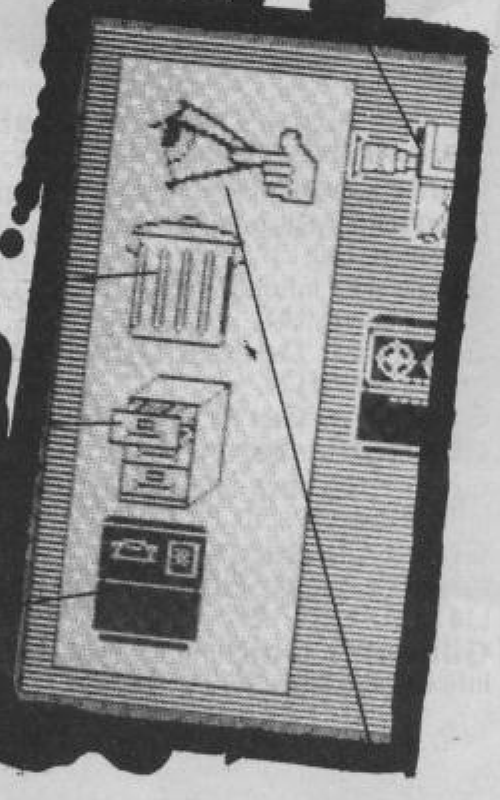
D

Dan Dare 2 infinite lives and energy L42
Dandy infinite energy L25
Dante's Inferno M23
Dare Devil Dennis II infinite lives L31, L12
Dark Side M42, T42, L43
David's Midnight Magic T2
Death Star Interceptor infinite lives L42
Deathwake T17
Deathwish III infinite energy L31
Deep Strike infinite ammo and bombs L40, infinite ammo and bombers L42
Defender T1
Defender of the Crown more soldiers L35 and L37
Deflektor infinite energy L37
Deliverance infinite lives L31, infinite Bobs and Jims L33
Delta infinite lives L41, infinite spaceships L31, sound effects L31, L26, L33, music L41, M43
Denarius infinite lives L31, L37
Dig Dug more lives L14
Donkey Kong L33
Doomdark's Revenge M14, C33
Double, The T37
Draconus M41, infinite lives L41, music L41, C43, T43
Dragon's Lair infinite lives L20, T18, L26
Dragon's Lair II M24, music L41
Driller M36, M37, infinite shields and energy L37, T37, T39, music L41
Dropzone infinite lives L31, L5, L6, T5
Druid M21, infinite lives L31, remove meanies L22, L23, T21
Duet infinite energy and firepower L27
Dynamite Dan M10, infinite lives L31



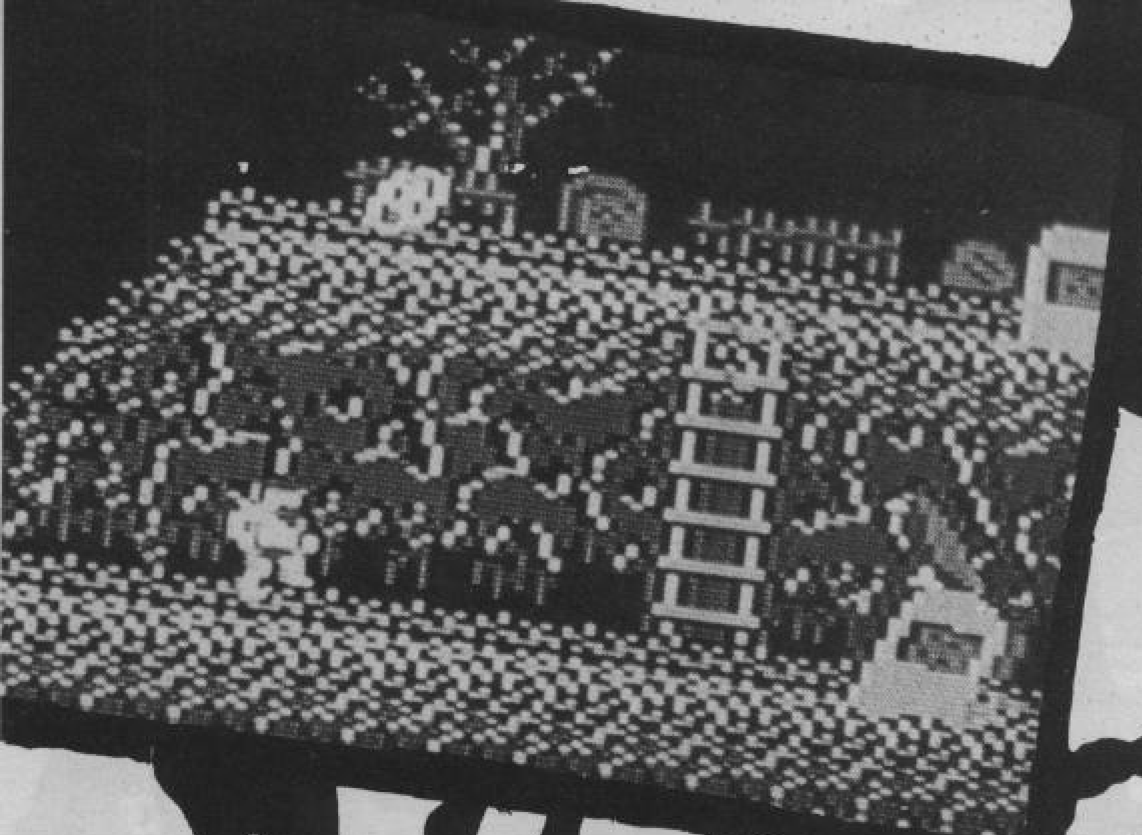
E

Eagle Empire L17
Easyscript T4
Eddie Kidd's Jump Challenge T5
Eidolon, The M12, M14, infinite energy and time L32, L20, L22, T12, T14, T32
Electrix infinite lives L31
Electraglide infinite time L41
Elevator Action infinite lives L31
Elidon infinite lives L10 and L31
Elite L7, L40, L42, T6, T8
Empire Strikes Back infinite shield strength C42
Encounter invincibility L17
Enduro Racer infinite time L41
Enforcer infinite lives L31
Enigma Force T29
Entombed M6, C4, T5, T6
Equalizer infinite lives L26 and L31, L27
Equinox M19, M22, L18, T19
Erebus avoid sprite collision L40, L23
Escape from Singe's Castle infinite lives L24, T23, T24
Eureka L17
Everyone's a Wally M2, T7
Evil Dead infinite lives L31
Excaliba infinite energy and lives L19
Exolon infinite lives L31



F

Fairlight infinite lives L31, infinite energy L20, L24, T16, T22
Falcon Patrol infinite lives L31, T16
Falcon Patrol II infinite lives L31
Falcon - The Renegade Lord infinite time L40
Feud M26, start with all ingredients L31
Fight Night T11
Finders Keepers infinite lives L31, infinite energy L14, L15, L16, T6, T7
Firefly T42
Firelord M23, L25
Firetrack infinite lives L27 and L31, infinite hatch fighters L41, T26
Firetrap infinite lives L37
Fist II M23, L22, T20
Flak more lives L31, invincibility L16, C6
Flash Gordon L23, T22
Flight Night T11
Flying Shark M41, infinite bombs L35
Force One more lives L31
Four Great Games 2 infinite lives L40
Fourth Protocol T5, T7, T15, T16
Frak T4
Frank Bruno's Boxing T9
Frankie goes to Hollywood T7
Frantic Freddie infinite lives L17
Freak Factory infinite lives L31, energy L19
Freddy Hardest infinite lives L34, T33
Frost Byte infinite lives L27 and L31
Fungus T20, T21
Future Knight M24, M25, C24, T26, music L41







G

Galaxibirds T19
Game Over M31, infinite lives L31
Garfield M36, infinite food and awakeness L40, L37, music L41
Gauntlet infinite energy L29, L23, T23, infinite energy L41
Gauntlet: Deeper Dungeons infinite energy L29
Gerry the Germ T33
Ghettoblaster T17
Ghostbusters infinite lives L31, infinite cash C42, L10, T1, T4, T11
Ghost Chaser T9
Ghosts 'n' Goblins more lives L17, L18 and L31, L19, L21
Gilligan's Gold infinite lives L31, infinite time L14
Give my Regards to Broadstreet T3
Glider Rider M21, infinite energy, time and bombs L25
Gods and Heroes infinite lives L31
Gogo the Ghost T4
Goonies C23
Graham Gooch's Test Cricket T5, T8, C13
Great Escape L27, T28, T41
Great Giana Sisters M42, C42
Green Beret infinite lives L41, more lives L17 and L18, L22, C19
Greyfell infinite energy and lives L31
Gribbly's Day Out make Blabgorian disappear L17, stop sprite collision L41, T8, T31
Grog's Revenge L18
Gryphon L18
Gryzor infinite lancers L42
Guardian L13, T1
Gunship T26, T28
Gunstar L29
Gutz infinite energy, infinite lives L41
Gyroscope infinite lives L16 and L31

H

Hacker T16, T19
Hacker II M21, infinite droids T42, L20
Hades Nebula more lives L29 and L41, L33
Happiest Days of your Life infinite energy L20
Hardball T22
Haunted House infinite lives L31
Havoc stop missiles and bombs L7
Head over Heels M29, infinite lives L31 and L32, infinite speed and donuts L37, L29
Heartland M27, infinite energy and time L24
He Man - The Movie more lives L31 and L40
Henry's House infinite lives L16 and L31
Hercules infinite lives L31, monsters cease killing L7
Hero of the Golden Talisman M32, stops sprite collision detection L14
Herobotix M41, avoid sprite detection L38, L39
High Noon more lives L31
Hollywood Poker L41
Hoodoo Voodoo infinite lives L19
Hoppin' Mad L43
Hover Bovver infinite lives L31, L7
Human Race infinite lives L19, L18, T19, music L41
Hunchback infinite lives L12 and L31
Hunchback II more lives L17
Hunter Patrol infinite lives L31, music L16
Hunter's Moon infinite lives L37, T37, T43
Hybrid L33
Hyper Blob T34
Hypercircuit more lives L11 and L31, L12
Hypersports T6, T7
Hysteria infinite energy L35

I

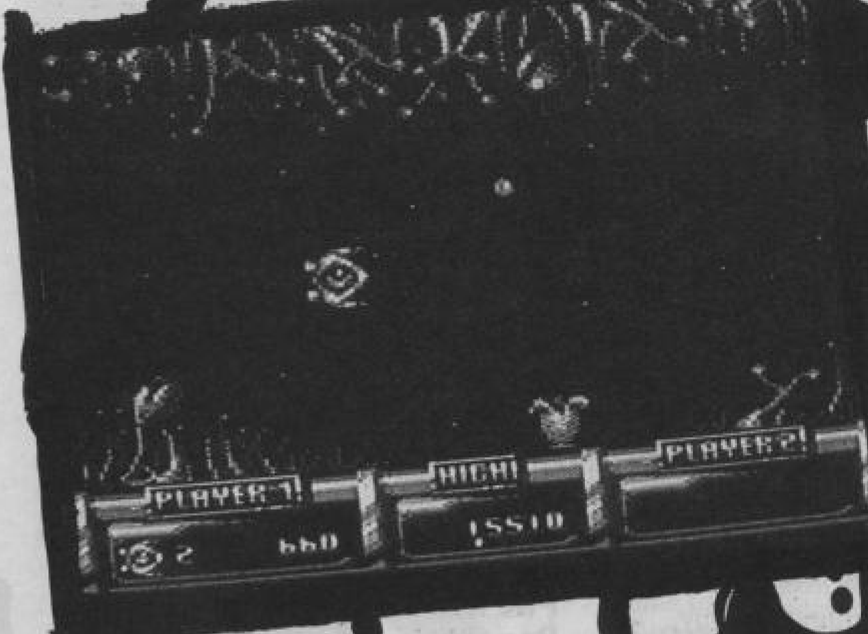
I Alien L40
I,Ball infinite lives L31 and L37, L29, L39, T28, music L41
I,Ball 2 speech L41
Icups infinite lives L18, L19 and L31
Ikari Warriors L40, T39
Imhotep infinite lives L9 and L31
Implosion infinite lives L42
Impossible Mission stop sprite collision detection L17 and L40, T1, T2, T31
Imposible Mission II reduce sprite collision detection L41, L43
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Into the Eagle's Nest M26, infinite ammo and keys L41
IO infinite lives L38, invulnerability L39
Iridis Alpha infinite lives L20 and L31, L22, T19, T23
Iron Horse infinite lives L41

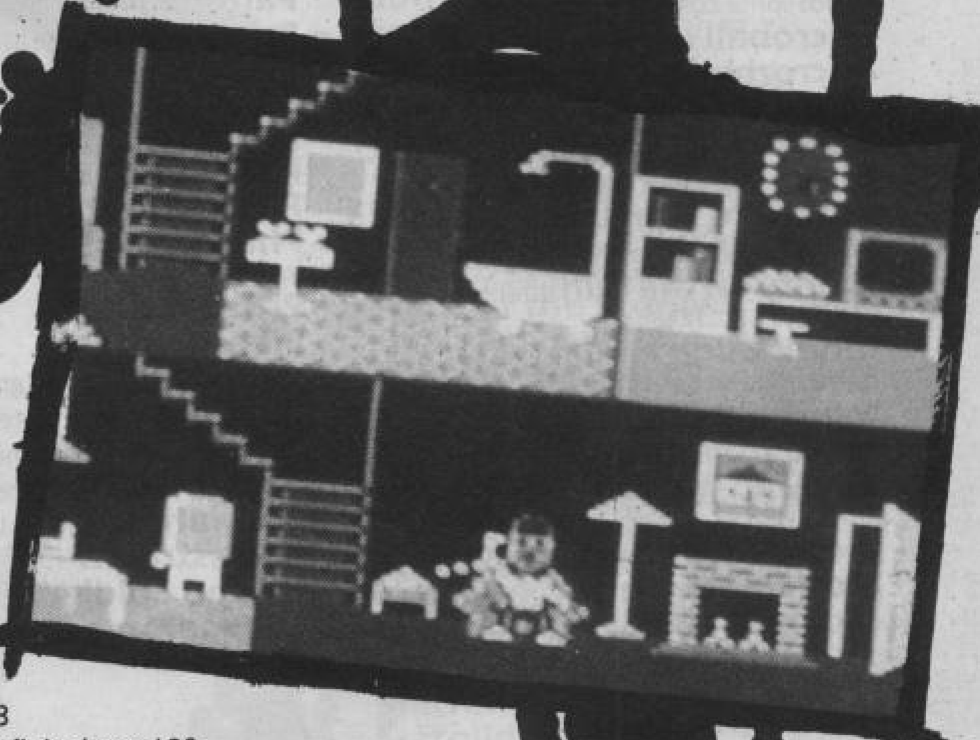
J

Jack the Nipper M20, L20
Jack the Nipper II infinite nippers L35
Jail Break infinite lives L31 and L41, music L41
Jeep Command infinite lives L31, remove obstacles L24
Jet Boys infinite lives L40
Jet Set Willy infinite lives L30, L13, L14, L18
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Judge Dredd more energy and firepower L24

K

Kage music L41
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Kat Trap L29
Kentilla music L41
Kettle music L41
Killer Watt infinite lives L31
Knight Games L41
Knightmare M37
Knight Rider L20
Knucklebusters infinite lives L24, infinite time L25
Kokotoni Wilf more lives L7, L6
Kong more lives L15 and L31
Koronis Rift invincibility L32, L19, T13
Krakout infinite lives L25 and L31, more bats L26, music L41
Kung Fu Master more lives L14 and L31, remove nasties L13





L

Labyrinth T23
Laser Zone infinite lasers L26
Last Mission infinite lives and smart bombs L42, L33
Last Ninja M29, infinite lives L30, L31, L32, T29
Last V8 infinite lives L31, more time, fuel, shields, skills L23, L15
Law of the West T17
Lazy Jones infinite lives L24 and L31
Legend of Kage T23
Legend of The Knuckerhole infinite lives L31
Legend of Sinbad T21
Leviathan infinite lives L29
Light Force infinite lives L23 and L31, L24, music L41
Little Computer People Discovery Kit L13, L26
Living Daylights infinite lives L31
Livingstone infinite lives L37
Loadagame T20
Loco L6
Lords of Midnight M1

M

Mach improved ship L37
Mad Nurse L26
Made in France II L27
Mag Max infinite lives L29
Mama Llama T3
Manic Miner infinite lives C2 and L31



Marauder no collision detection C42
Marble Madness T20, T21, T29
Mario Bros L27
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Master of Magic L31, T23
Masters of the Universe infinite Adams L37
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Mega Apocalypse infinite lives L33
Megagalactic Llamas infinite llamas L26
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Mermaid Madness infinite lives L31, infinite energy L19
Metrocross infinite lives L31, L29
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Microball infinite balls L34
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Miner 2049er T4
Molecule Man L26
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Moon Buggy infinite lives L31, stop sprite collision detection L13
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Motor Mania infinite lives C2 and L31
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Multi Hints L34
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Mutants infinite lives L25 and L31, music L41
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N

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Nomad 19)
Nonterraqueous infinite psyche and bombs L32
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O

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Orpheus in the Underworld infinite lives L24 and L31
Out of this World music L41
Out Run more time L35 and L36, infinite time and stop collisions L41

P

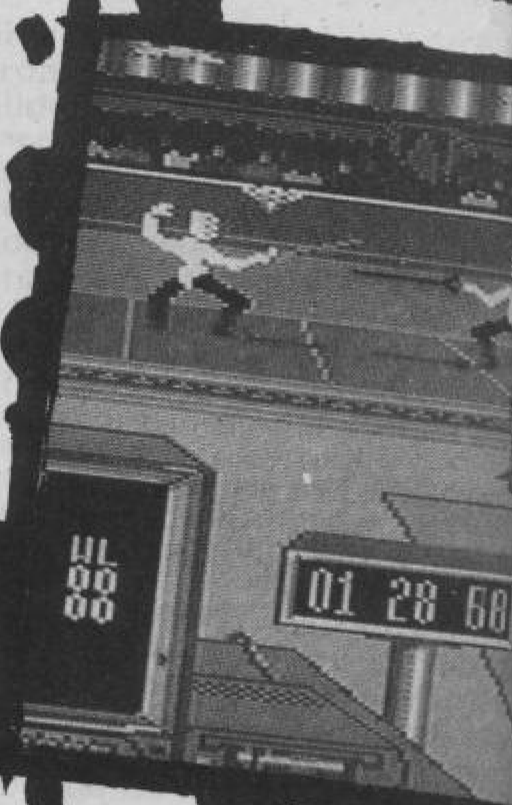
Pac Land M42, infinite Pacs L38, invulnerability L39, T43
Pac Man more lives L15 and L31, L23
Panther infinite lives L27 and L31
Paperboy infinite lives L23 and L26, T22
Paradroid invincibility L15, extra speed L26, L12, L19
Parallax infinite lives L31, L19, L20, T20
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Pitfall II M30, T1
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Pole Position infinite time L40
Poster Paster more lives L15 and L31
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Psycho Soldier infinite Athenas L35
Pyjamarama infinite lives L9

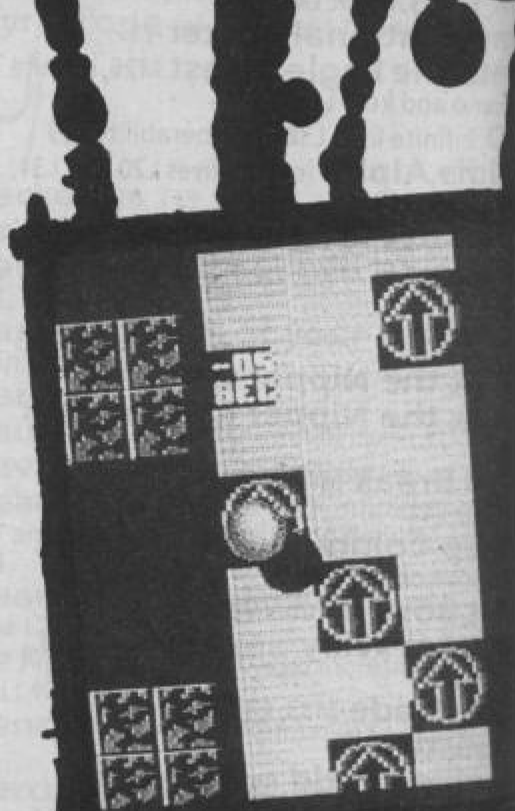
Q

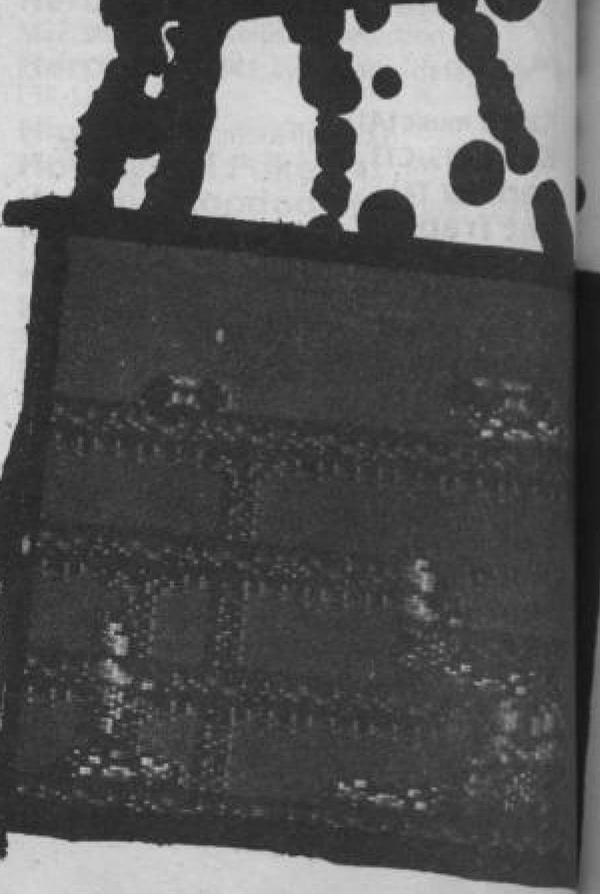
Quake Minus One T12, T14
Quartet infinite energy L41, L31
Quedex infinite time L35, infinite energy L41, T33, T36
Quintic Warrior infinite lives L17 and L31
Quo Vadis infinite lives L31, prolong life of knight L7

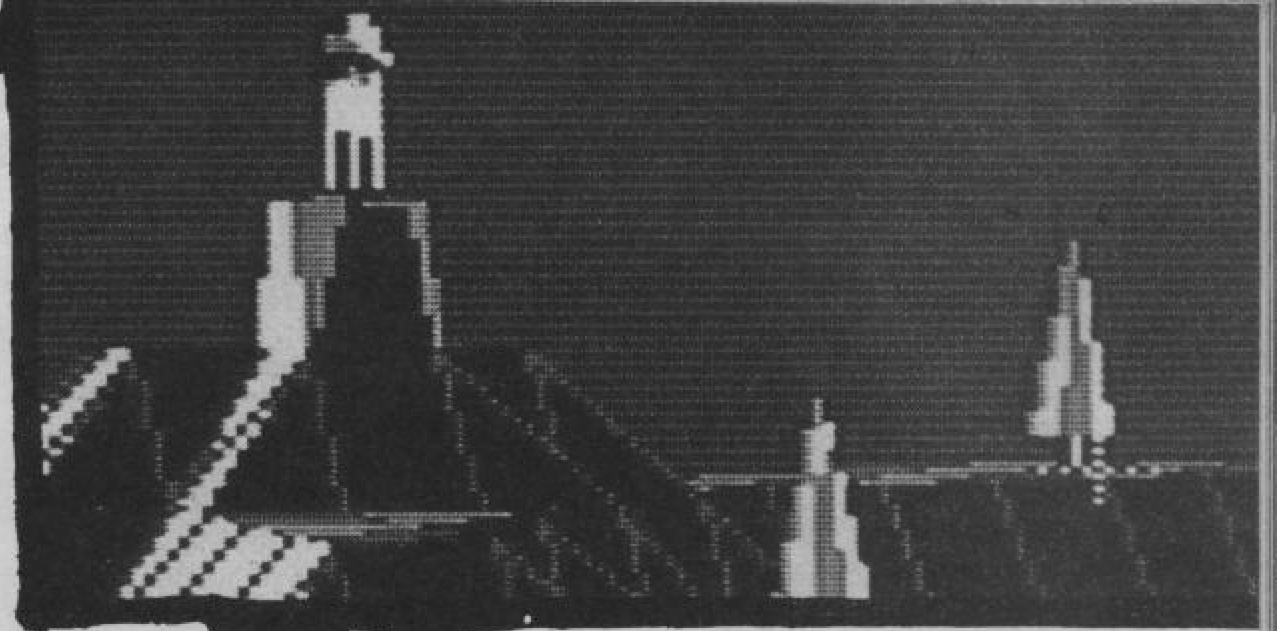
R

Racing Destruction Set T10
Radius more lives L34, infinite energy L41
Raid on Bungeling Bay T1
Raid over Moscow C2, C7, T1
Raise the Titanic T31
Rana Rama M28
Rambo music, voices L31, L11, L20, C18, T10, T11, T13
Rampage infinite lives L41, infinite monsters L37
Ramparts infinite damage/energy L41
Rasputin T18
Rastan M41, infinite lives and energy L41, T36
Rebounder M33, L33
Red Led infinite time L33
Red Max infinite lives L21 and L31
Renegade T37



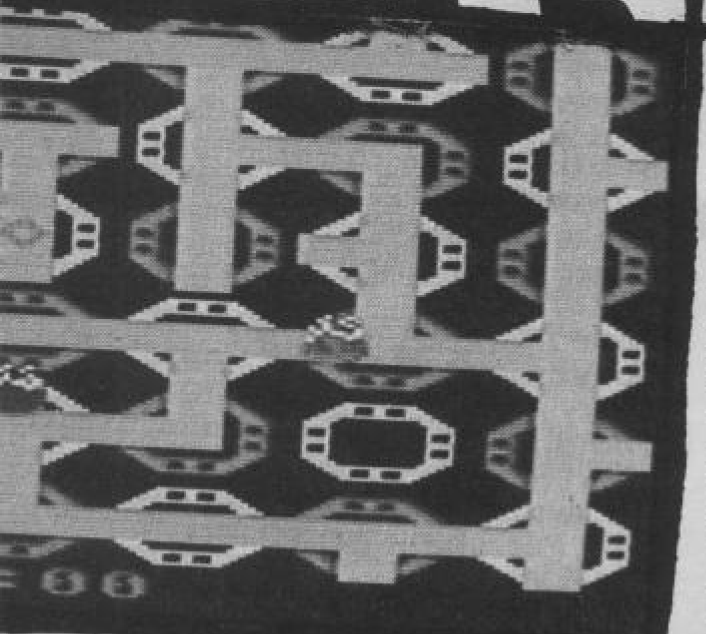


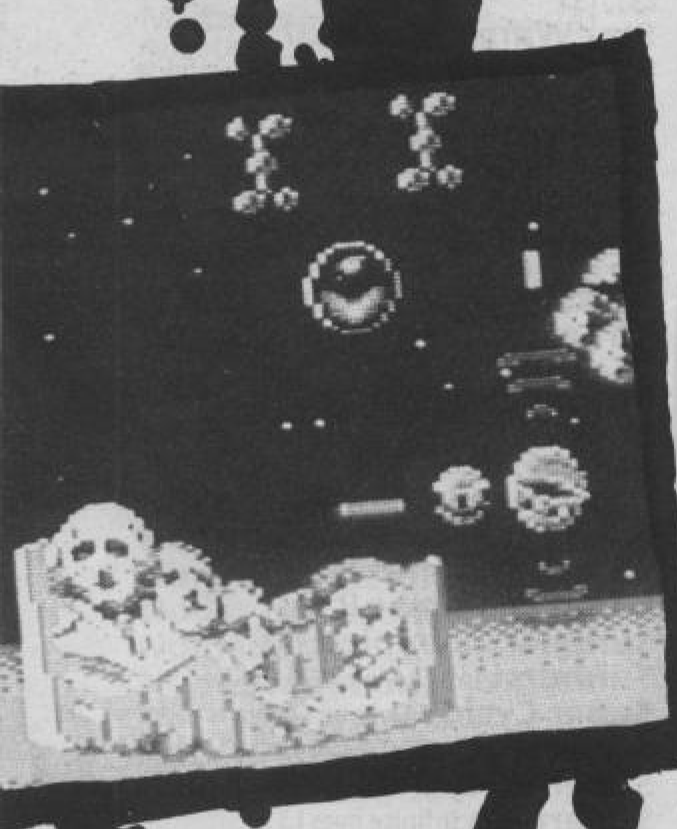




S







T

Tai Pan M34, infinite cash L36
Tanium infinite lives L39, infinite speedships L38
Tapper infinite lives L15
Target Renegade T38
Tarzan M24, music L41
Taskmaster infinite lives L31
Task III L43
Tau Ceti L17, C18, T19
Terminator infinite lives L31
Terra Cognita infinite lives L29 and L31, L23, T24
Terra Cresta L23
Terramex M41, T37
They stole a Million music L41
Thing bounces back T39
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Thrust M17, infinite lives L19, L31 and L38, more speed L37, infinite energy and time L38
Thrust II L41
Thunderbolt stops sprite collision detection L41
Thundercats infinite Thundercats L36, L34, music L41
Tiger Mission music L41
Tim Love's Cricket L5
Time Tunnel T14, T15
Tir Na Nog M2
Titanic T17
Toad Force infinite chemicals and power L41, L31
To Hell and Back M43
Tornado Low Level infinite time L41
Trailblazer infinite lives L31, L22, C23
Train Robbers infinite lives T41
Trans-Atlantic Balloon Challenge L40
Trantor infinite energy L35
Trap C18, T19
Trapdoor infinite lives L31, infinite time L23, T21, T31
Trap Music L41
Trashman T6
Traz infinite bats L39
Trollie Wally C2
Tube, The infinite lives L40
Turbo Esprit infinite cars L42
Twin Kingdom Valley infinite energy L34

U

Ubik's Music T33
Underwurlde M9, M10, infinite lives L9 and L31
Up 'n' Down infinite lives L31, remove nasty cars L18, L26
Uridium infinite lives L33, invincibility L16, L14
Uridium Plus L29

V

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Vampire M28
Vengeance infinite spaceships L35
Venom strikes back infinite Matt Trakkers L39
Vera Cruz T25
Video Meanies infinite lives L31
View to A Kill T6
Void Runner infinite lives L27 and L31

W

Wanted! Monty Mole T17
War T19
Warhawk infinite lives L31, infinite energy L19, sprite collision detection L20
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Way of the Exploding Fist scream speed L16
Welcome to the Pleasure Dome T7
West Bank infinite lives L31, L27, music L41
Where's my Bones? L17
Whirlynurd infinite lives L12 and L31
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Who Dares Wins infinite lives L31
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Willow Pattern infinite lives L16 and L31, deal with arms on bridge L15
Winter Games T13
Wiz T33
Wizardry invincibility L31, L9, T9, T12
Wizard's Lair infinite lives L31, hinder nasties L9, T15
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Wonderboy infinite lives L29, L31 and L41, more wonderboys L28

X

X-15 Alpha Mission infinite fuel L37 and L41
Xevious infinite lives L23
Xor M41, L41

Y

Yak's Progress L26
Yogi Bear M33, infinite lives, time, energy L39, Yogis L35
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Z

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Zenji infinite lives L37
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Zodiac L31
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ZTT Room T7
Zybex infinite lives L38
Zynaps infinite lives L30 and L31, L32, R32
Zyron's Escape infinite lives L31



Commodore Amiga



The Knight one of three character classes.



Atari ST

Converse through simple commands and menus.

DISCOVER AN ARCADE ADVENTURE WITH HIDDEN DEPTHS

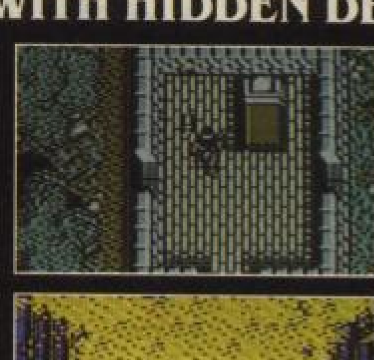
Discover Times Of Lore, Origin's first adventure on cassette. Acclaimed British designer Chris Roberts has taken the best of arcade and adventure – fast and furious combat, stunning graphics and animation, unrelenting danger and challenge – and introduced the depth of a classic fantasy role playing game.

Entirely joystick driven, Times Of Lore continuously tests your combat skills while you gradually become involved in a compelling plot. With 13,000 screen locations, a powerful but easy-to-use menu and icon interface, scores of interactive characters and music by Martin Galway, it ventures further than other arcade adventures.

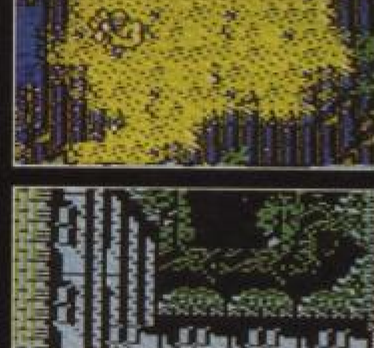
Origin have broken new ground in Times Of Lore. Isn't it time you did too? Available for: C64/128 Cassette £9.95, Disk £14.95, Spectrum 48/128K Cassette £9.95, Spectrum +3 Disk £14.95, Amstrad 464/6128 Cassette £9.95, Disk £14.95, Atari ST £24.95, IBM/PC & Compatibles £24.95, Apple £19.95, Commodore Amiga £24.95.



C64/128



Spectrum



Amstrad

Journey through an immense world of cities, dungeons, and a stunning variety of natural terrain.

ORIGIN

Origin, MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326

LOGON



with JASON GOLD

Just for Christmas, Jason gets involved in a *Children's War*, plays a couple of oldie but goldy 64 games and invests in the heavily industrialised *Revolutions* demo, which includes excerpts from the new Jean-Michel Jarre album. Take it away, Jason . . .



▲ This hacked *Netherworld* screen is just a small part of ORION's *Can't Be . . .* demo

Award for the demo-with-the-most-bits-in this month must go to *Can't Be . . .* by the Orion Programming group (it must also be the most egotistical, as there's a large ORION logo on almost every screen!) Various parts include a scrolling landscape hacked from *Netherworld*, optical illusions and lots of colour-bar effects. *Can't Be . . .* was uploaded by BUB in his import demo directory (GOTO BUB) and you'll also find quite a few other demos there, all of which are worth a look.

If it's unusual effects you're looking for then you could do worse than *Children's War*, which has two halves of the screen scrolling in opposite directions. Graphics are provided by Cas and the music is by the Maniacs of Noise.

The Relax designs team have come up with some new demos this month, one of which is a complete game. *Hallax* is a *Breakout* variant with some nice graphics and a few extra 'weapons' to pick up, as well as walls to knock down. There are ten levels in all – but if you're at all useful with a freezer cartridge there are even more to be had . . . Also by the Relax team is *Hear This*, which contains some very clear, if rather short, samples – and a good piece of 'sampled' music.

Also in the musical line are *Sid's Bit* and *Revolutions* by Deek (RR7, GOTO DEEK). *Revolutions* is an excerpt from the new Jean-Michel Jarre album, with a suitably 'industrial' picture to accompany it.

Jumping Jack (GOTO HUDDY), by Huddy & Greeny, is another demo which contains a game – although it's not exactly state-of-the-art as far as these things go. The excellent music is provided by Chris Hulsbeck and overall the demo is up to Huddy & Greeny's usual standards.

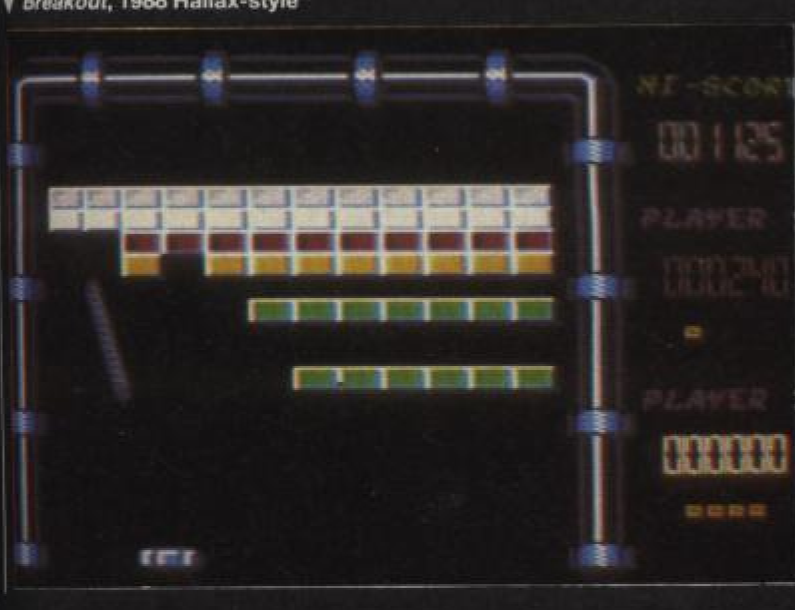
An interesting area to visit if you think you may have missed a 'classic' demo in the past (it's almost impossible to see every upload on the 'net . . .) is *Hotspot* run by –METNET– and Dral (PH24). Apart from news of the very latest uploads on the 'net at NETREV, there's also a number of sub-directories for old art, music and demos at 399065 which is also worth looking through.

Ash & Dave's latest creation (demo-ette they call it) is *Logo Show* at A+D1. This opens with a large Ash & Dave logo with a scroller at the bottom, and then it's into the main part of the demo. This has lots of software house logos fading on and off, with some Maniacs of Noise music which I think is based on the theme tune from the film *Dune*. And very good it is, too!

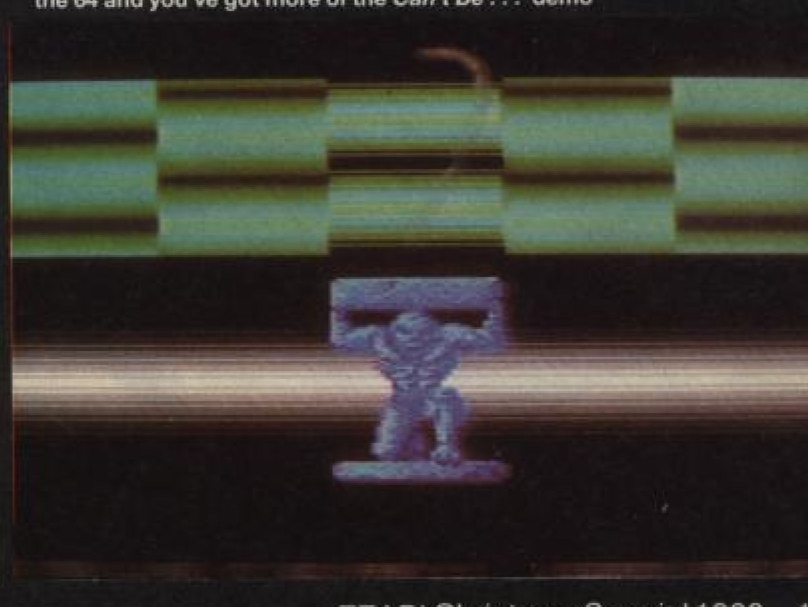


▲ *lo, lo* we saw this long ago (and this rhyme's crap)

▼ *Breakout*, 1988 Hallax-style



▼ Hack a bit of *Draconus*, add some nice scrolly bits, put them into the 64 and you've got more of the *Can't Be . . .* demo





HELLFIRE
ATTACK
Screen Shots from the Atari ST.
A gripping new mega miles per hour arcade simulation of a Supercobra attack helicopter is set to enthrall game players everywhere.
Hellfire Attack puts the player firmly in the seat of a deadly two-seater turbo-powered destroyer with its array of deadly weaponry.
Your task is to fly through fields of combat all over the world, both day and night. Flying low into battle, all manner of enemy aircraft will attack you. You must get them before they get you. A breathtaking multi-level arcade experience, with graphics, sound and animation of the highest calibre.
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THE Thalamus Star

November 1988 **FREE**

10 REASONS STILL TO BUY HAWKEYE!

☆ It's really brilliant
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☆ It's a snip: £9.99 on cassette!
☆ And only £12.99 on diskette, plus **FREE** demos!
☆ 12 levels of manic action with gorgeous graphics!
☆ There are still more prizes to be won in the Gold Rush!
☆ It's **NUMBER ONE** in the Commodore charts! (Gallup)!
☆ That's ten, and no misteak! *(Shere's one - Ed)*

ALIENS WIN THE OLYMPICS!

Amazing ARMALYTE scoops world's top awards

EXCLUSIVE by HARRY BARSTOOL

'VHY ZETTLE FOR LESS vhen you can get ze best?!' That's the official comment on Thalamus's brand new bouncing blaster Armalyte – and it comes from Dr Manfred V Flypaper, president of Computer Research Associates plc.

Awesome *Armalyte* has won award after award and looks like being Britain's biggest **WINNER** at the Seoul Olympics, even though it wasn't entered for a single event!

Top sports experts say they're **STUNNED** by the magnificence of *Armalyte* on the corky Commodore 64/128 and have given it their highest accolades!

ZZAP! voted *Armalyte* a Gold Medal with 97% (pages 24)!

A *Commodore User* spokeshack said 'lorks-o-lordy this game is so brill we'll give it a Super Star'! *(are you shure aboutsh thsis? - Ed)*

And *Computer Gamesweek* gave it a Fab award and a super soaraway 93%!

Passion screams

And it's not only the experts who are raving – yes, **YOU** the public have been screaming passionately for *Armalyte* after the **EXCLUSIVE** showing of the biggest blast since the big one at the Personal Computer Show!

A spokesscreamer for the crowd at the Thalamus stand told our reporter: '*Armalyte*!, *Armalyte*!, *Armalyte*!'

Aliens in 'drome

But aliens who attempted to invade the crowd and **DISGUISE** themselves as copies of *Armalyte* were thwarted by plucky PC Show security guard Bill 'Reg' Prescott.

Brave Bill battled for **TWO AND A HALF** minutes with the aliens after he discovered they were unable to wear their identification badges. 'Cor blimey guv,' said a weary but proud Bill, 'it's more than my job's worth letting them creatures in wifout their badges innit?'

Instead, they turned up at a Commodore reception at London's posh Hippodrome nightclub and are now **OFFICIAL** Amiga dealers for Interstellar Zone Four!

THE STAR SAYS: *Britain needs more men like Paul Cooper! (shurely one ish enough? - Ed)*



STOP PRESS – CORRUPTION SHOCK!

A six-minute investigation by *The Thalamus Star* has uncovered a shocking series of bribes in high places. Documents obtained by our sleuth team show that anyone – including Government ministers and senior Vatican officials – who sends Thalamus a cheque or postal order for just £9.99 can receive a cassette copy of *Hawkeye* or *Armalyte*! And the disk copy is a mere £12.99! The bribes are apparently made payable to Thalamus Ltd and sent to Thalamus at 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW!

Crazy Cooper skins baby from Saturn!

IN A SHOCK statement last night top Thalamus sources revealed that game-players now have the right to bare arms – with a super sexy Thalamus T-shirt!

But there is a hush-hush secret behind the trendy Thalamuswear – they are made from **GREEN ALIEN SKIN**.

Cranky Thalamus boss Paul Cooper denied it. 'I deny this,' said Cooper crankily.

But *The Thalamus Star* has **PROOF**: the label says '100% Combed Cotton', which means green alien skin in Cooper's cunning code!

Bleach party

Crazy Cooper claimed that the T-shirts are **WHITE** and not **GREEN**. But *The Thalamus Star* has planted *(shurely 'dishcovered' - Ed)* a bottle of bleach in a cleaning warehouse near the Thalamus office.

And that proves that Cooper has been **BLEACHING** the green skin so it looks white!

THE STAR SAYS: *Will these evil aliens stop at nothing? Look out for a special T-shirt offer soon!*

Dear Dr F . . .

Every month Dr Manfred V Flypaper answers readers' problem's. This month's star question comes from Thelma O'Wapping . . .

Dear Dr F, Last Christmas I got drunk at the office party and, shall we say, bought an Amiga. I regret it now, but it seems to turn my boyfriend on and he always wants to, well, you know, play Thalamus games on it. It has got to the point where he is pestering me to 'load it' for him three times a day. I keep on telling him I haven't got any Thalamus games for the Amiga but he just won't listen and I am afraid there is something wrong with him. Is this normal? What can I do?

It'z your lucky day, Thelma! Very zoon Thalamus vill releaze ze brilliant Armalyte and Hawkeye on ze Amiga, and zey have four new titles on ze vay: Xenodrome, Bamboo, Hel and Search For Sharla. So I vould zay zere vould be zomething wrong viv your boyvriend iff he did *not* go crazy about zis vunderful softvare!



Do *you* have any questions or funny true-life stories for Dr F? Send them to: Dear Dr F, Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW.

ADVERTISEMENT

the WONDERS and the BLUNDERS

THE BEST & THE WORST OF SIX YEARS ON THE C64!









THE TOP 20 ALL TIME GREATS

1 WIZBALL
Ocean

2 DROPZONE
US Gold

3 PARADROID
Hewson

4 THE SENTINEL
Firebird

5 BUBBLE BOBBLE
Firebird

6 TETRIS
Mirrorsoft

7 BUGGY BOY
Elite

8 ARMALYTE
Thalamus

9 ZENJI
Activision/Firebird

10 NEBULUS
Hewson

11 SCARABAEUS
Ariolasoft

12 DELTA
Thalamus

13 GHOSTS 'N' GOBLINS
Elite

14 SPINDIZZY
Electric Dreams

15 BALLBLAZER
Lucasfilm/Activision

16 ELITE
Firebird

17 BOUNDER
Gremlin Graphics

18 HUNTER'S MOON
Thalamus

19 IK+
System 3

20 MERCENARY
Novagen

What makes a game good or bad – is it the playability or the polish? the big cassette box with fancy packaging or the free poster/comic/tacky badge? And why are fish so stupid? ('Oi!' – Ken)

Well, there's no room to raise these questions here: listed on these two pages is what the ZZAP! team consider to be the 20 all-time wonders and blunders. No re-reviews, no frills – just a chart. You'll agree with many, we're sure – and we're equally certain you'll disagree with just as many. If you've got a particular pet hate or favourite not listed below, write into the Rrap, and we may publish an alternative chart. Just maybe . . .



THE TOP 20 ALL TIME BLUNDERS

1 ROBOBOLT
Alpha Omega

2 ALICE IN VIDEOLAND
Bug Byte

3 SHIRLEY MULDOWNEY'S TOPFUEL CHALLENGE
US Gold

4 SPY'S DEMISE
Electric Dreams

5 WORLD CUP CARNIVAL
US Gold

6 PINK PANTHER
Gremlin Graphics

7 COBRA
Ocean

8 JET STRIKE MISSION
Alpha Omega

9 LEE ENFIELD IN THE TOURNAMENT OF DEATH
Infogrames

10 COPS 'N' ROBBERS
Atlantis

11 BOB WINNER
Loriciels

12 MR MEPHISTO
Bug Byte

13 ONE BITE TOO DEEP
Reelax

14 RYGAR
US Gold

15 GRANGE HILL
Grand Slam Entertainments

16 BLOOD VALLEY
Gremlin Graphics

17 WERNER
Ariolasoft

18 INSPECTOR GADGET
Melbourne House

19 TRIGGER HAPPY
CRL

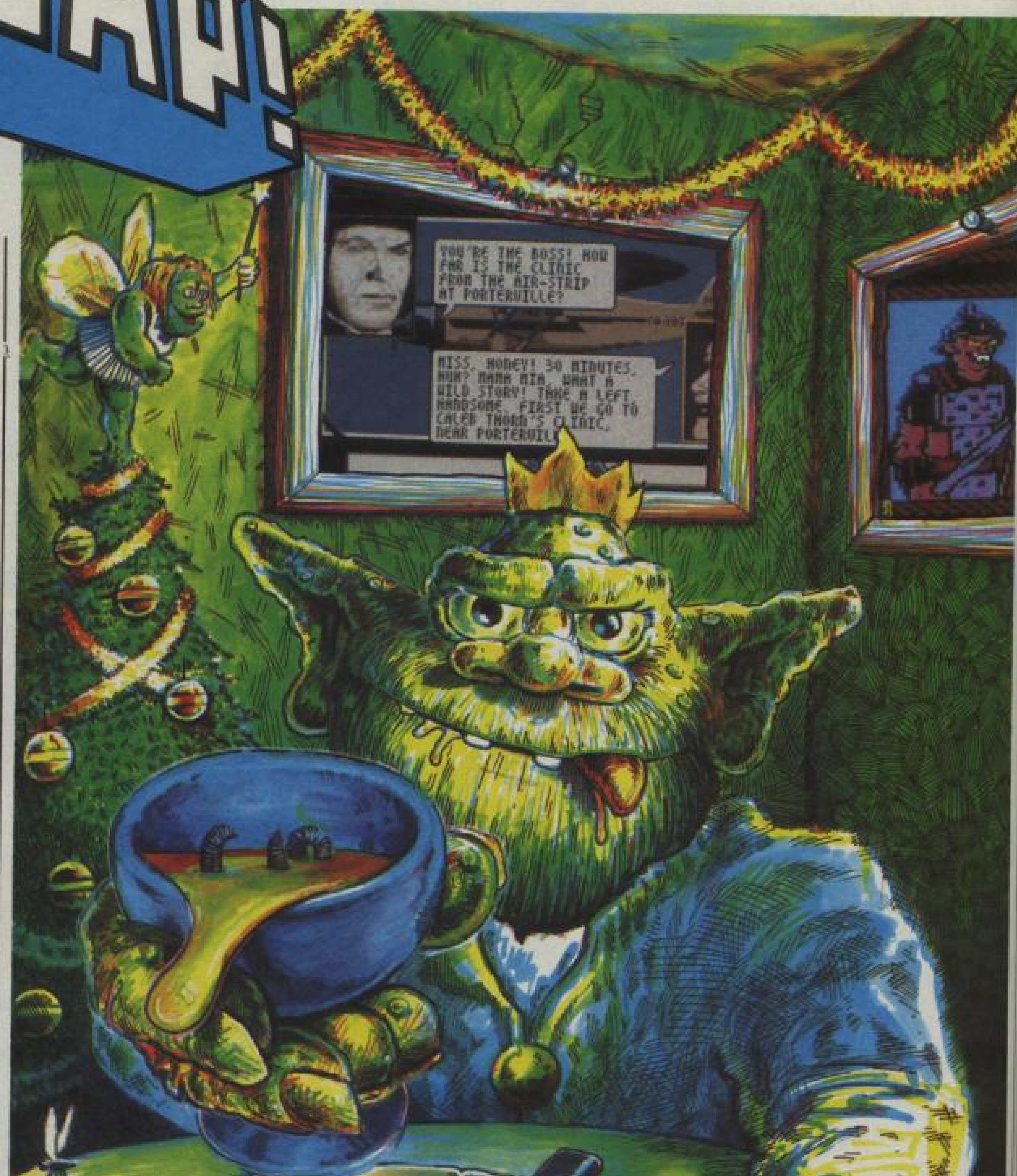
20 FRIDAY THE 13TH
Domark







ZAP!



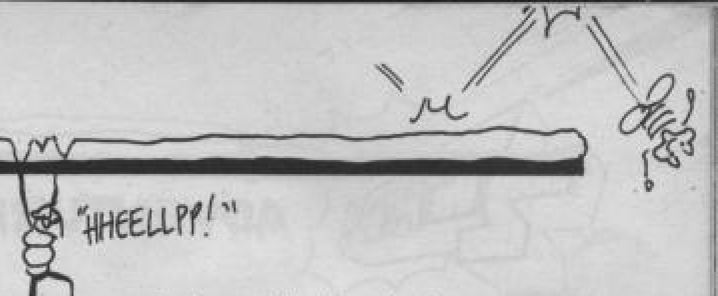
Phwoar! This reviewing business was supposed to be fun. Nice, quiet evenings relaxing in front of a roasting spit typing in the odd letter while one hell of fat, juicy billy-goat roasts over a blazing fire. I lopped off the biggest Yule log any of you pus-bags has ever seen, baked a whole trough-full of stinking hedgehog pies, mulled a bit of lizard wine and got ready for the annual Christmas Chuck Vomit do.

Normally Uncle Ripperbile comes with my Aunty Danglesnort and a barrel of fermented slime. My brother Burp makes the journey down from Glasgow – he always brings a few gristly titbits from his er . . . encounters along the way. We sit around the fire and sing songs – 'How sweet to be a psychopath', 'Billygoats, billygoats, drown them now' and other such family favourites. I was really getting into the mood when shivering Gordo plops through the letter box and tells me I've got a special to write. Not billygoat tandoori and chips either but a whopping great extra adventure section. Bang goes my Christmas do (and Gordon's head against the fire). Shucks – I was really looking forward to Ripperbile's annual uncorking of the slime. Now I'll have to wait for Aunty Snotnose's New Year billygoat bash. Bah! Still, with no-one else to share it, there's all the more Yuletide feasting for me . . .

CHUCK VOMIT







POOL OF RADIANCE

SSI/US Gold, C64 £24.95 disk



lans! I like flans – billy-goat flan with just a pinch of mustard and a light dusting of roasted breadcrumbs are a really rare delicacy . . . Phlan, on the other hand, is a totally different kettle of fish – well, not exactly fish, more like monsters. And you don't get many of those to your cup of billy goats' blood.

If you're a fan of *AD&D* you'll know all about the world of Forgotten Realms. If you're not, you won't. It doesn't matter a lizard's toenail either way as this isn't exactly the sort of scenario to twist your brain into steaming knots. Basically, parts of Phlan have been enchanted by a mystical evil force and have been overrun by bloodthirsty monsters – their trails of gore and slime have made the slums even more uninhabitable than they were before (phwoar!, you should see them – what a honk!)

Tales of riches, untold treasure and gems galore are enough to tempt someone as greedy as you into adventure straight away. *Bard's Tale*-style, you can create your own party of up to eight characters or get straight into the thick of things using a party someone prepared earlier. Enter city hall and a clerk gives you a commission. Complete it and you can return to claim your just reward, use the money to pay for extra training and raise your character level, before setting off again.

▼ *Pool of Radiance*



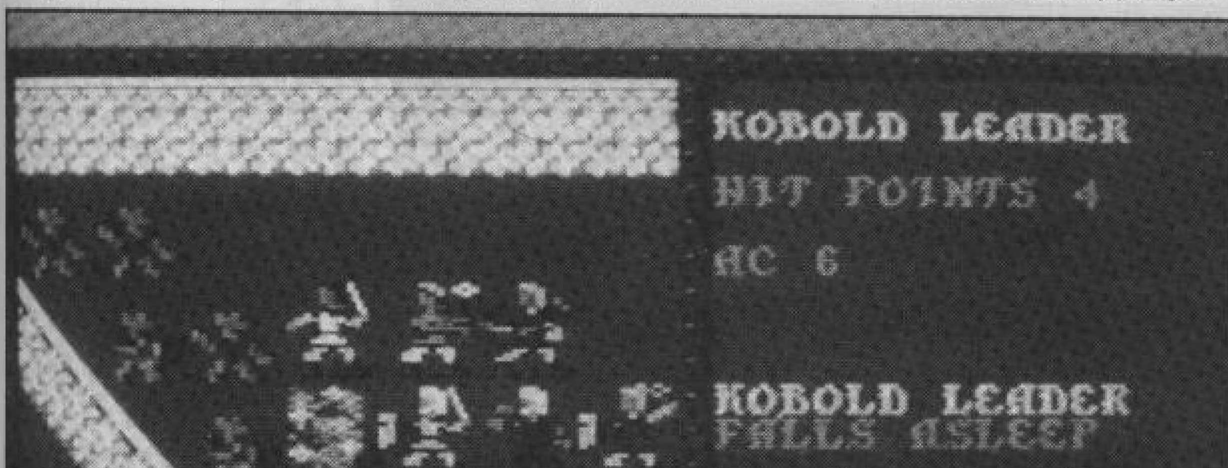
Though the screen display is very reminiscent of *The Bard's Tale* series, gameplay itself is conducted in a slightly different way. Using the joystick, you toggle between a whole range of different menus – you can use objects, trade possessions with other characters, parley with enemies, buy, sell, pool your money, cast spells and learn magic. Not only that, you can also view your progress from several angles, including an aerial view. The graphic displays of the streets actually look like streets with different doorways for specific buildings and various concentrations of ivy coming down the walls.

In combat mode, the screen switches to a full graphic display. You choose the moves your players make or just let the computer do all the work for you. We're definitely talking long-winded here. Making laborious moves for each character, then watching and waiting for every single member of the enemy party to choose their tactics is more tedious than waiting for an extra-large goat to roast on an extra-small spit, especially when there's a devious combat situation lurking like a gru around every corner.

It doesn't matter so much the first few times you play, but after a while it does get fairly tedious (not so bad if you use your SAVE GAME option a lot). When there aren't any arcade skills involved I can't see the point of having an arcade-style display. You do get to see your warriors firing arrows and hacking orcs in mini-animation but in the long run I don't really think it's worth it.

There's an incredibly huge, ginormous, large, pork-bellied environment to explore. Get your mapping instruments ready because this game is BIG. There isn't all that much to do puzzle-wise – fighting, hacking, slicing and chopping is about all there is to it but on the whole it's excellently presented and great fun to play. I'm not sure about the lastability, though – bashing orcs is one of my favourite hobbies but it does get a bit repetitive after a while, especially if you're waiting around a lot for the program to access disk. *The Bard's Tale III* is still my favourite 64 RPG (the puzzles are what make it last): *Pool Of Radiance* is just a tad too one-sided to match it.

Still – if blood is all you want from a role-playing adventure and you don't care how you get it, then rush out to the shops pretty damn pronto and buy this right now. On the other hand, if, like me, you've got more of a head for puzzles, think about it slowly and carefully first . . .



ATMOSPHERE	**83%**
PUZZLE FACTOR	**49%**
INTERACTION	**60%**
LASTABILITY	**81%**
OVERALL	**80%**

▶

CRASH GARRETT

ERE International/Infogrames, Amiga £19.99

Remember Arbeit Von Spacekraft's film *Crash Garrett*? Er . . . well, nor do I (I don't go to the cinema much, anyway – all those people getting in between my toes give me athlete's foot) but it's apparently on this epic piece of footage (dig my Hollywood-speak) that *Crash Garrett* the computer game is based.

For those of you not in the know, Crash runs an air-taxi business for those dirt-rich people who made their money in the movie business. On this occasion he's been commissioned to take the lovely Cynthia Sleeze on a trip to the town of Lone Pine. Crash is a pretty cool guy – so situations that would turn lesser heroes into a mound of steaming jelly leave him cold as an ice-cube. However, growing evidence that a certain Dr Thorn's hospital is a front for subversive Nazi activities is just about serious enough to send the tiniest shiver down his spine. When a mechanic comes for him with an iron bar and he's asked to strangle Cynthia with his bare hands, it really is brown trousers time.

'Will Crash die?', you ask, 'Is this the end?'. Well . . . not necessarily, because by some incredible stroke of luck, Crash has a permanent dialogue with a voice inside his head and guess who that voice belongs to. Screaming Lord Sutch. No, sorry. You.

The action unfolds in atmospheric cinematic style with speech bubbles, sound effects and limited animation at crucial moments in the plot. Crash speaks to his internal voice in chronically slurred, digitised speech – nowhere near as musical as a gnome's dying grunts.

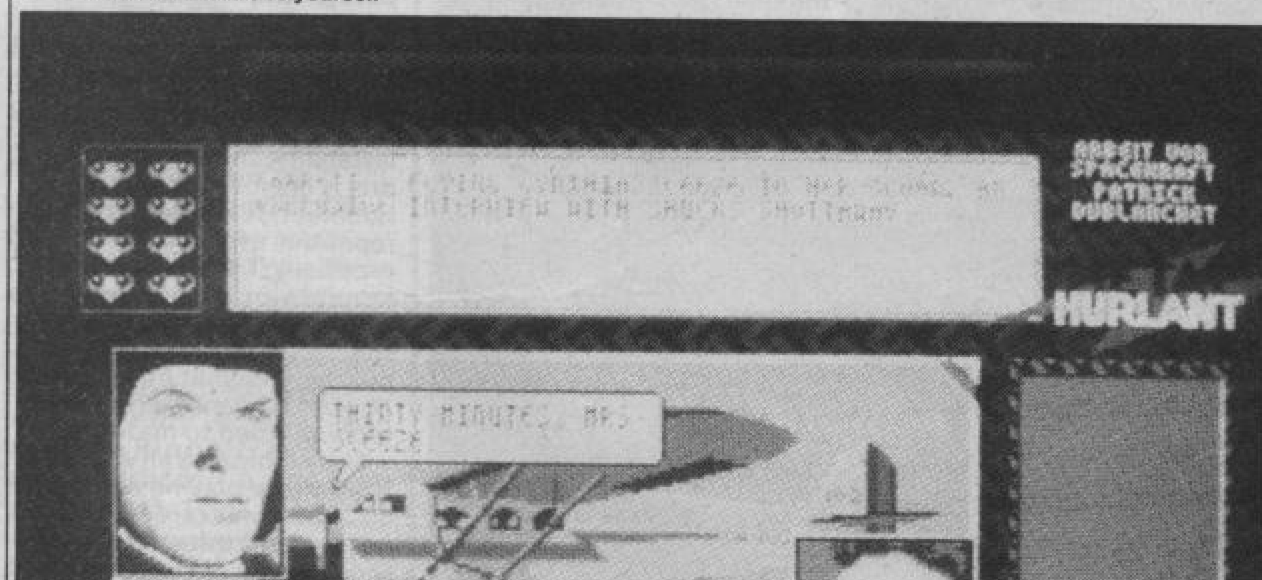
When he lets you get a word in edgeways (and believe me, this guy Crash loves to talk) a typed in command moves the action along by itself in a certain way. This is definitely interactive fiction rather than full-blown adventure because Crash (not the most intelligent movie-star ever) takes over for periods at a time, completely ignoring his inner voice. While he's not speaking to you, he could be crashing his plane, chatting up a dame or falling off the nearest cliff – and you can't do a thing to stop him. Serves him right.

The parser, if you can call it that, isn't up to all that much. Complex commands are recognised occasionally but most of the time Crash (the original dimwit) decides he can't do what you've just asked. Conveniently (wink, wink), he's got a reputation for being very obstinate.

Not that any of this matters all that much in the end. It's worth playing just to watch all the biff and bash effects – just like the mega brilliant *Batman* TV series (my favourite). A few extra sound effects would have been nice, but even without them the tongue-in-cheek, corny MGM-style cinematics are great. So what if the gameplay isn't all that complex – unless you're a deathly serious bastard who wouldn't recognises a sense of humour in a prickly boiler suit even if he sat on one, it's *still* worth giving this one a try.

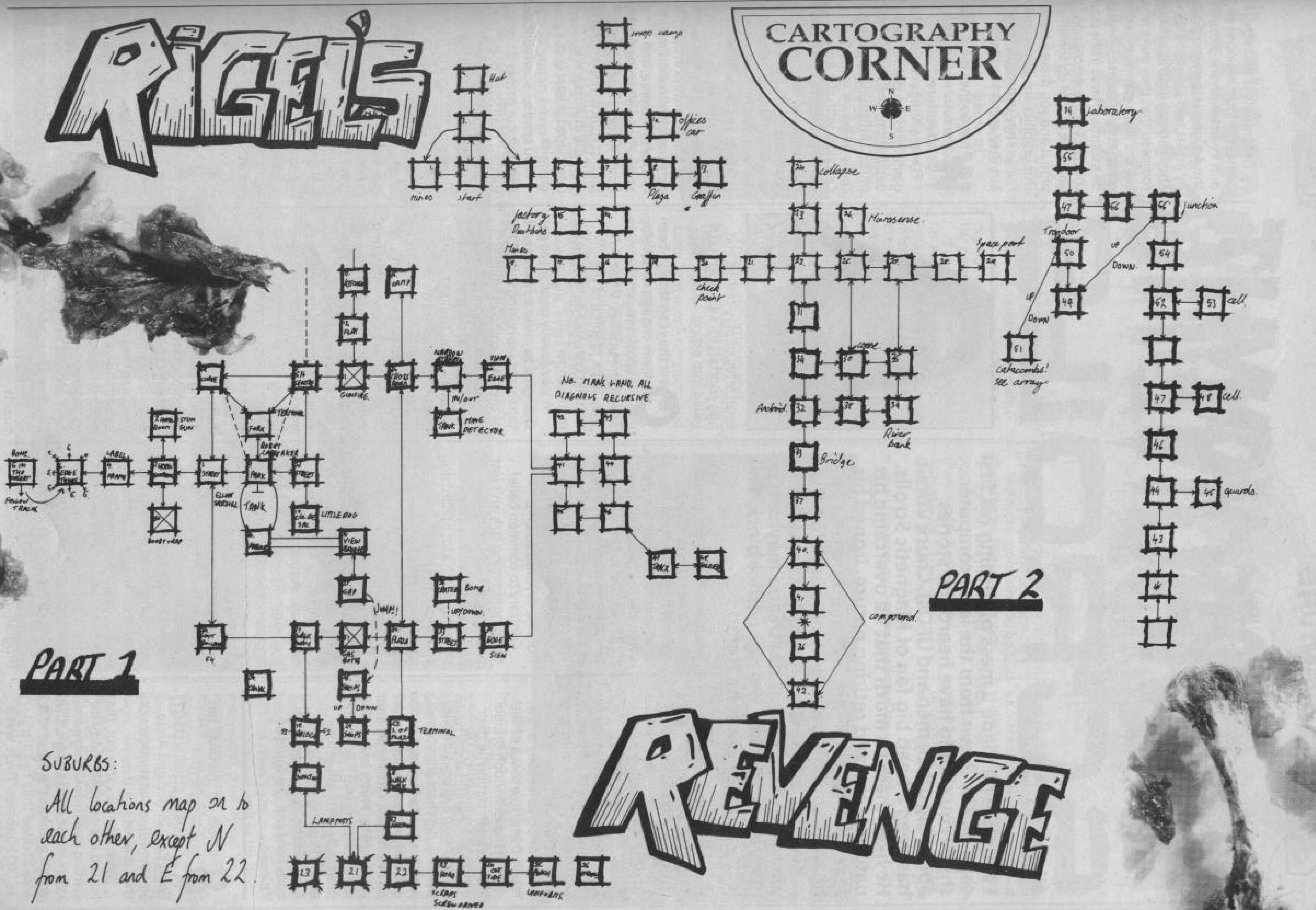


▲ Infogrames' *Crash Garrett* – almost as good as taking a trip to the Picture Palace yourself



▲ Boy! This man's French accent sure does melt your heart

ATMOSPHERE	**83%**
PUZZLE FACTOR	**67%**
INTERACTION	**78%**
LASTABILITY	**76%**
OVERALL	**76%**


CARTOGRAPHY CORNER
RIGEL'S REVENGE
PART 1
PART 2
SUBURBS:
All locations map on to each other, except N from 21 and E from 22.
NO. MANS LAND. ALL DIAGNOLS RECURSIVE.
Hut
start
troop camp
offices car
Plaza
Graffin
factory
check point
Space port
collapse
Microsense
Android
Bridge
River bank
compound.
laboratory
junction
Trapdoor
UP
DOWN
catacombs! see array
cell.
guards.
FOLLOW TRACK
MINE DETECTOR
LITTLE DOG
JUMP!
TERMINAL
LAMPPOSTS
SCRAPS SCREWDRIVER
BOOBY-TRAP
SIGN

CHUCK VOMIT AT MAGNETIC SCROLLS

Ever since he made a mess of filching his first copy of *The Pawn* from the local computer shop (you should have heard the stories about big green men and UFOs), Chuck Vomit has been a heap big fan of Magnetic Scrolls. He likes them so much that he overcame his naturally shy and retiring nature, ironed his favourite crocodile tie and hijacked the nearest London train. Relying purely on the powers of his massive nose he stomped his way (the usual trail of death and mayhem in his wake) to exactly the right office block. This is the story of what he found . . .

Uncle Ripperbile always said I had a brilliant sense of smell. Boy, was he right! It's not just brilliant, it's sponditiously flabbergastingly fabulous, excellent beyond belief. I'd only been sniffing ten minutes (bit distracting, those whiffs of doner kebab) when I found them. Just south of the river between London Bridge and Borough station lie the offices of Magnetic Scrolls. Lollop down a grimy side alley (hmmm, dig those slimy smells), pass by a hearty-looking London pub (very tasty regulars), travel up in a rickety, rattling lift and you're there. Pretty low profile for a company that has won practically every adventure accolade going include the Game of the Year awards for both *Fish!* and *The Guild of Thieves*!

So how did this small but everso successful company actually start? I hung Ken Gordon and Anita Sinclair out of the window until they spoke.

'When the QL came out, that looked like an opportunity for writing new, interesting games. When the ST came along with its added graphics the move was easy because they're both 16,000 machines. There was a gap in the market (no, please don't hit me again, Chuck); nobody had got into 16-bit machines so we took the chance. What they came up with was *The Pawn*. Set in the mythical land of Kerovnia, it was bunged in a classy blue box by Rainbird and converted to run on a wide range of 16 and 8-bit formats – from PC to Amstrad CPC.

Contrary to common belief, this programming lark isn't just swanning around in white Ferraris and wearing designer shirts. Nope, it's a lot of hard slog and sweat. For a start, each game takes about a year to develop.

All primary work is carried out on a huge microvax linked to a series of terminals. A couple of programmers work from home (too scared to meet me, eh?) on comparatively fast Apricot Zens – but the microvax system provides more than enough opportunity to experiment.

About 80% of a game is written by two people – one specialising in the text and the other in coding – but as their work overlaps neither is a complete specialist. About two months before a game is due to be released, work starts on the individual versions. A specific format is assigned to each programmer. Meanwhile, a



small army of play-testers and bug-spotters (gi's a job, Anita) is called into action.

Over the years they've been clever enough to develop a whole range of in-house adventure utilities. What do they think of some of the finished systems available on the market now?

'A lot of really good ideas get strangled because a system isn't capable of expressing them. One of the most complex utilities available at the moment lets you have up to 500 flags and 500 counters – you couldn't express one of our games in those terms. Without that extra flexibility, I could see it being very difficult to write a half-reasonable game using one of the adventure-writing systems. The ones I've seen, even by people I've expected to do quite well, have been marginal. Why are you looking at me like that Chuck . . . you haven't written any have you . . . ?'

Lucky for him that I haven't. Otherwise we wouldn't be moving quite so swiftly into the *graphics v text* debate.

'Graphics take a long time to do and they involve a lot of people so they really have to add something to a game to be worthwhile. Originally, we considered line drawings but we then decided to go for bit pictures. There's fewer of them, but generally they're of a higher quality.

'The trouble is that when a game is being developed we don't work with the pictures; the design is largely coordinated by artists told about the story. They're given descriptions of the rooms so that they make sense, but the illustrations can never be completely accurate. There may be a standard lamp in the picture that isn't in the description. Try and look at it or do something with it and you draw a blank. Our graphics are illustrations really: they're broadly correct but they aren't too literal.

What do they think about the future of sound in adventures?

'On the Amiga versions of our games you can opt for spoken descriptions and enjoy a bit of music. Unfortunately, sound is really heavy on memory. Certainly with the Amiga's stereo capabilities you could have binaural creeping footsteps. It would be a bit unsubtle, though, having to tell the user that he has to wear his headphones because he may be in for a surprise!'

It was nice to see that the team was almost always in complete agreement with me. I'm all in favour of violence, and Magnetic Scrolls insist that they don't support a particularly pacifist stance. The fact that you can't die in *Jinxter* was introduced primarily as a gimmick.

'You *can* die in *Corruption* and *Fish!* but our games do tend to suggest that force doesn't get you anywhere very fast. Attack the old man in *The Guild of Thieves* or the guru in *The Pawn* and you're dead. Blood and guts don't usually have that much to add to a game. It may be justified in a film setting where you're making an artistic point, but I don't think you're making that kind of point in a computer game. More often than not blood and gore is introduced as a marketing ploy. If you really want to shock people then there are other ways of doing it.'

I reckon Magnetic Scrolls are more in the business of shocking by contrast. *Corruption* was a pretty drastic departure from the fantasy world of Kerovnia and *Fish!* is an even more drastic departure from that. We won't know for some time what next year holds in store – for the moment, plans are firmly under wraps. As for what could possibly follow *Fish!* – cod knows.

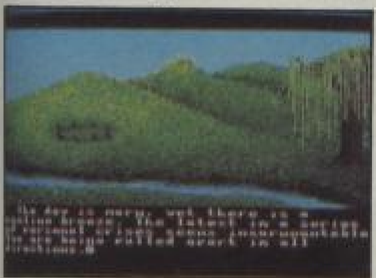


ULTIMA IV: QUEST OF THE AVATAR

Origin/MicroProse, Amiga £29.99



I must say that I, Chuck Vomit, lord of the crocodiles and baron of bridges, find it hard to believe – but apparently you're supposed to be capable of enlightenment. And I don't just mean all that stuff about the birds and the bees, or a pint of Hemmeling, I mean the real



thing – the Ultima biggy. What do you mean, you don't know what I'm on about – I'm on about the Avatar, birdbrain.

So what's this Avatar lark all about then? Well, apparently it's a quest for a new standard and a new peaceful vision of light. Billygoats haven't got it but trolls have, so why shouldn't humans find it too? The land of Britannia has passed through three turbulent episodes of warfare and destruction – now is the time for peace.

If you're expecting spectacular Amiga graphics, don't. Apart from some pretty neat introductory illustrations they're almost exactly like the 64 version (first released back in 1986). You move around on a full-screen map which shows enemies, cities, castles and towns. You can talk to people, make use of objects, mix the correct ingredients to cast magic spells, fight enemies buy, haggle and sell.

Forests, mountains and plains are inhabited by some fairly nasty monsters: bats, dragons, gremlins, orcs, skeletons, zorns and orcs – oh yeah, and trolls. Some joke that! Real trolls would tear any puny adventurer, enlightened up to his armpits or not, covered in armour or billy-goat jelly (either will do) with their bare hands – with their bare thumbnails, even. These pathetic little ponces are definitely not the real object and I advise you to beat into a pulp any that you see. Grrr . . .

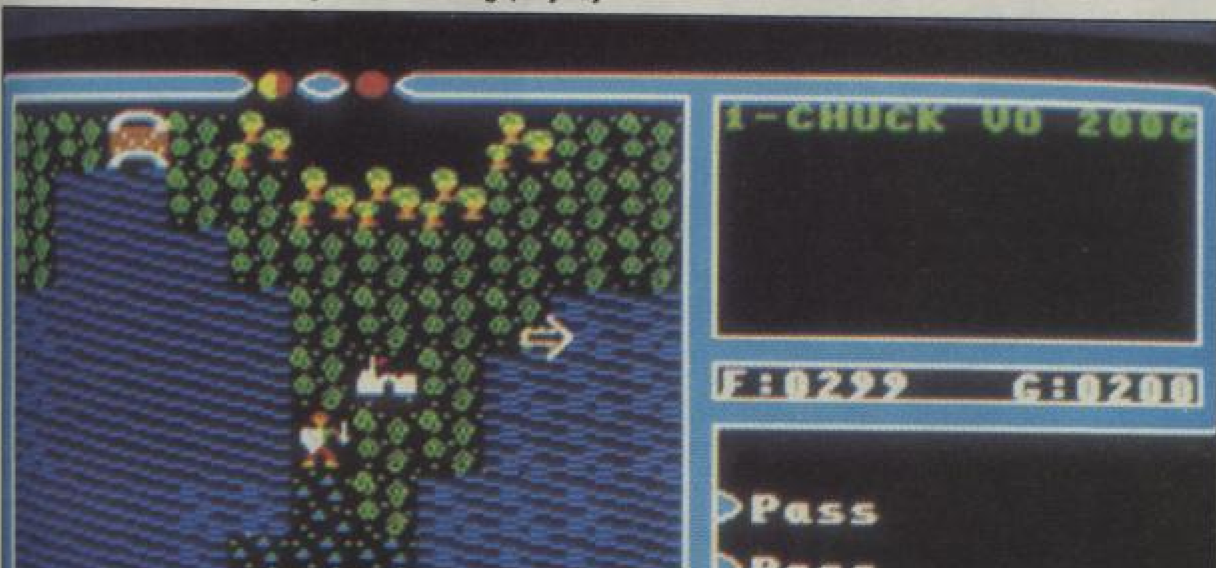
The more monsters you belt, the greater your experience rating, but the more people you speak to the greater your chance of achieving the Avatar. The potential for conversation is definitely what makes this game so good. You can speak to almost anyone on an incredible list of subjects – it really feels like you're having a chat because what Nigel the wizard, or a child playing in the street, mentions actually determines what you can talk about next. Not only that, you can learn about other people by speaking to their friends and use the information you've gained from earlier encounters when speaking to others. A few conversations and you feel you're really getting somewhere. Unlike other role-playing games where you have to spend ages hacking and slaying to get your experience points you feel in the thick of things right from the start.

▼ One of the more picturesque locations in the harsh world of Britannia



If you thought role-playing games were nothing but an excuse for a good fight and a load of plunder, think again. *Ultima IV* isn't just brawny – it's got a brain as well (a lot like me, really). And if that isn't enough to tempt you, just think about the excellent presentation (two booklets, an ankh and a top-quality tea-towel . . . er . . . I mean cloth map). Thought about it? Right – go out an buy it NOW!

▼ The best in the *Ultima* series yet – for the Amiga, anyway



ATMOSPHERE	**86%**
PUZZLE FACTOR	**84%**
INTERACTION	**92%**
LASTABILITY	**95%**
OVERALL	**91%**

SIZZLER

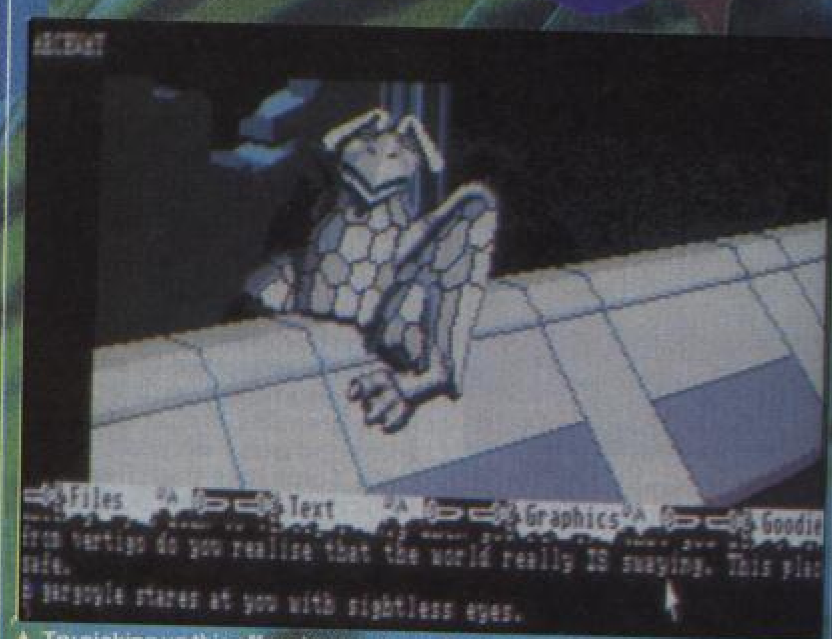
FISH!

Magnetic Scrolls/Rainbird, Amiga £24.95



Thought you were the sole goldfish in the bowl, didn't you? Cod, what a prawn! You didn't anchovy think that Mission HQ would let an international information shark like you spend his well-earned rest mackerelling about in any old plaice. And you were looking forward to dace and dace of inactivity, too! Some bream! Well Rear Admiral Sir Playfair Panchax has his rays (ways, moron). When a tacky plastic castle plops into your bowl, you know you're in for a bass-ically active time. Oh well, you were starting to get a bit chubby, anyway. Perhaps you'd just better talk to Panchax – eel sort something trout.

Anyone who didn't laugh at those fishy puns can come and discuss the fine details later. Meanwhile, it turns out this is no ordinary crisis. In fact it's pretty damn serious. An inter-dimensional gang of anarchists – the Seven Deadly Fins – have warped themselves to a planet inhabited entirely by fish. Well, fish people to be exact. Er . . . yeah . . . apparently they have perfectly human torsos and thoroughly fishy legs – tails, I mean. Weird! (those concerned about the mental health of the programmers should apply direct to Magnetic Scrolls). The fins are a dead nasty lot – they're planning to sabotage well-laid plans to build a device designed to irrigate Aquaria, a planet in danger of drying out. You need to recover the stolen parts of this secret device before it's too late.



▲ Try picking up this offensive creature – but you need to take a pew first



▼ *Fish* demonstrates the usual range of options and some beautifully designed and conceived graphics

Not for nothing are we called the greatest espionage organisation in the . . . er . . . well, in the near vicinity. Carefully research into warping (a painful form of molecular travel, more painful than being tricked out of your lunch by a billy-goat in red pyjamas) has made it possible for you, agent extraordinaire 10, to travel to four different key locations. As you (the parasite) pass through each of the warps (the last one is only accessible if you've solved the first three) your mind is transferred into the body of a living thing (the host) from the appropriate dimension . . . no wonder it hurts!

As you're still an inexperienced warper, you need a slightly gentle start – so the first three scenarios, accompanied by some melt-in-the-mouth graphics, aren't all that difficult to complete. All you have to do is avoid a maniac junky with a tendency to become angry (and boy, does he get angry!), weedle your way past an extremely loud-mouthed record baron, and avoid the infamous Fins while dicing with death in the bowels

of a crumbling abbey. Easy as falling off a log.

Loud noises and flashing lights break down the host-parasite interface but when this happens you just get thrown back into the bowl an older and a wiser fish. Fish don't have any arms, wise guy, so don't start trying to take anything back with you into the bowl – it doesn't work. Back among the pondweed you just muster your resources and get ready to try again.

By the time you make it to warp 4, the going starts to get really tough. As Dr Roach, an eminent individual of some social standing (like me) you can take a paddle to Padlington station, visit the local guppy pub for a snifter (don't forget your fishofax), groove on down at the disco or just buy yourself some new and nifty clothes. Trouble is, the Fins are hot on your trail – unless you outwit them *and* manage to avoid all situations designed to break down your precious interface you might end up suffering a fate worse than sharing a tin with a team of skinhead sardines or being mashed into a pot of anchovy paste.

As a top inter-warp spy with more letters to your name than you can remember (let alone write), no puzzle is too hard for you. That's lucky because this is one goldfish bowl that has more than the average number of wicked twists. Just when you think you're getting some

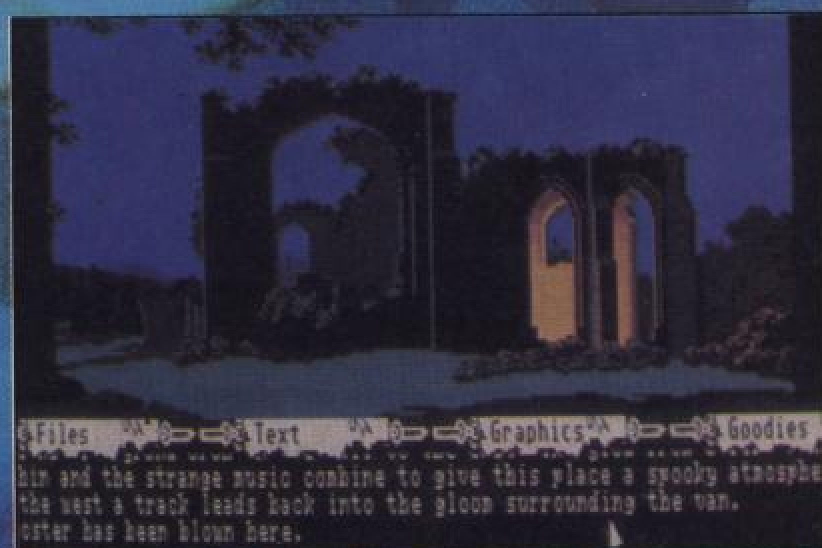


▲ My uncle Ripperbile lives in a forest like this – but you wouldn't catch him wandering around in the daylight

where you become a candidate for entry into the next tin of catfood – and you won't get any holidays there. Even the sub-games have enough substance for you to get your teeth into. There's always some kind of logic to a solution even if occasionally the reasoning is pretty warped (geddit?).

The parser is up to Magnetic Scrolls usual high standards. Most variations of a command are recognised and there are loads of abbreviations: L for LOOK, X for EXAMINE and so on. You can even summon up a list of pronouns available at any one time by typing PN. There isn't all *that* much scope for interaction but then interaction isn't always all what it's cracked up to be. What's the point of having loads of potentially interactive characters when they don't actually contribute that much to the game? You can never really converse with NPCs (just ask them questions) so there's no reason they should be included just for their own sake.

You still have to enter a separate command to open specific doors when it's quite obvious you can walk through them (I'm really sick of bashing my nose against doors) but as there aren't as many fiddly situations as you find in, say



▲ Fish can't hear music, can they? *(They can if they're as cool as me – Ken)*

Jinxter, that doesn't matter too much. Who cares anyway when almost anything you type in gets an appropriately fishy response?

It's getting a bit boring really. Every Magnetic Scrolls adventure gets praised to the skies, wins a thousand (or thereabouts) awards and gets an incredibly high mark in all the magazines. You'd think they could produce a dud once in a while just for variety's sake (what do you mean, you can't imagine that – just use your brain will you?) Well, so far they haven't, so *Fish!* is just going to have to get another rave review. Altogether, it's slick, subtle and sparkles with subaquatic humour. What more could your average haddock want?

(Can I have my turbo-powered totally infallible and hyper guaranteed billy-goat flame-thrower now, Anita?)



▼ Completely finless? I like my fish with their fins *on!*

ATMOSPHERE	85%
PUZZLE FACTOR	92%
INTERACTION	86%
LASTABILITY	94%
OVERALL	93%

ADVENTURE

CORRUPTION

Magnetic Scrolls/Rainbird, C64 £17.95



Is it a big bad world, or is it a big bad world? I thought Ludlow Bridge was something of a danger spot – you never know who's going to disappear round there next (hur, hur), but down in the smoke of London things really are getting bad. You've just become a new partner in the firm of Rodgers and Rodgers, got your new BMW and a nice (well, not very nice) new office, when things start looking a bit dodgy. That nice man, David, your friendly partner looks as if he's out to get you. Everyone, including your wife, David's secretary and the staff of the local hospital are trying to make you look as if you're the guilty party in an insider dealing case.

Sound familiar? In that case, you probably read old Harley's review of the Amiga version back in the September Issue. At the Personal Computer Awards, a couple of months ago, it was voted Game of the Year. Anita Sinclair must be getting a bit bored with winning all these awards – she picked up Game of the Year (for *Guild Of Thieves*) at the British MicroComputing Awards in 1987 as well.

In many ways, the structure of *Corruption* is a far more original game than *Guild Of Thieves*. There's the setting for a start, but even more unusual than that is the way the game is played. Time is all important. It's not so much a matter of

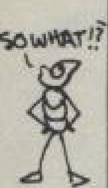


▼ I didn't think the graphics were as good as *Jinxter*, but the text is as intrigi– intrugun– good as ever



INGRID'S BACK

Level 9, Amiga £19.95

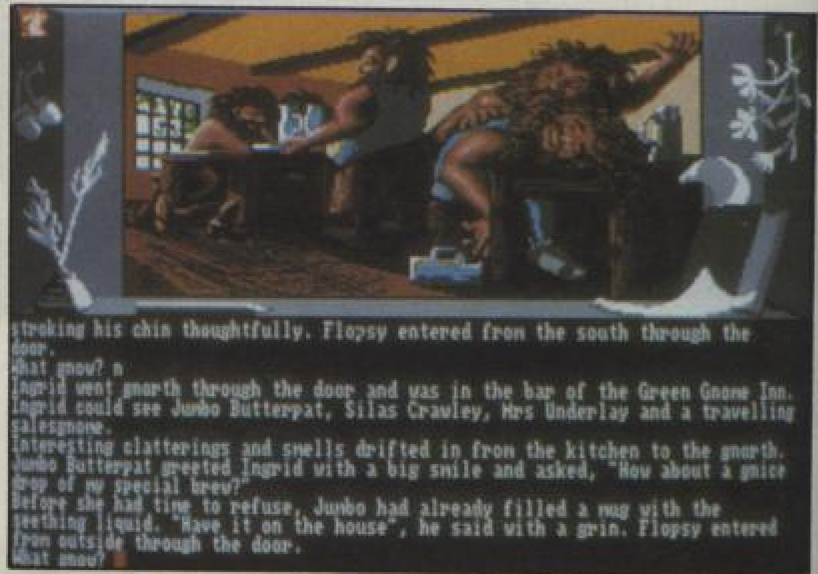


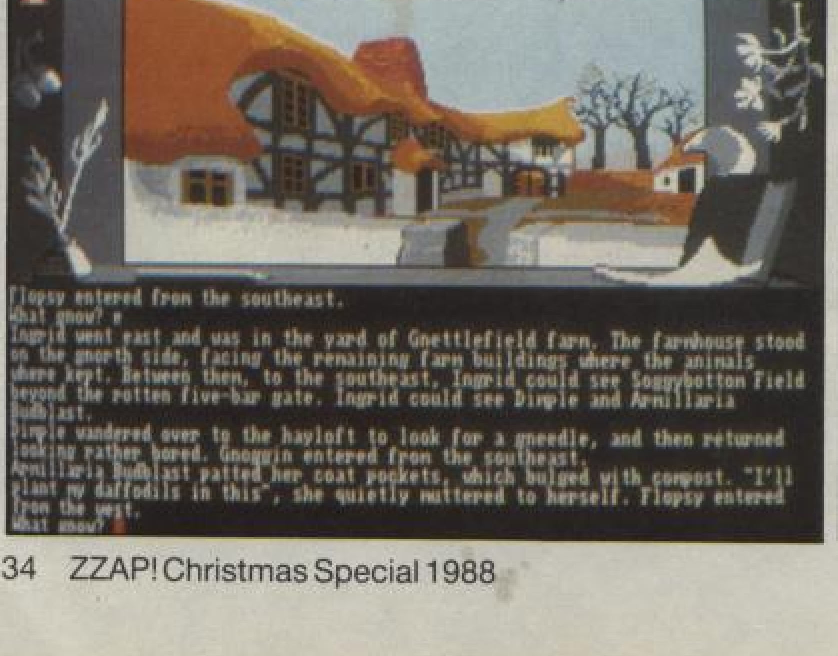


I've never yet met a gnome that I haven't eaten. In fact, if I ever come across Ingrid in person it'll be goodbye Nettlefield, goodbye Flopsy and hello after-dinner snack.

Ha! That should keep her away. The last thing I want is tiny busybodies messing up all the billy-goat trophies knocking about in my hole.

What do you mean, what am I talking about? You remember Ingrid don't you? Her mum and dad made the mistake of sending her to the Institute of Gnome Economics for a bit of education. When she came back, they wished she hadn't.





A faulty transportation scroll was designed to make sure she stayed away for ever (and good riddance). Trouble is, Ingrid came back.

This time, one or two people are actually glad to see her. Nothing to do with absence making the heart grow fonder: gnomes aren't into all that sentimental claptrap! Nope, it's more to do with the fact that Jasper Quickbuck has taken over as Little Moaning's most hated gnome. He's planning to raze the village to the ground and put a great big enormous yuppy homes development in its place. What a meany! Boo! Hiss!

Well, Ingrid won't stand for it. She's got her territorial uniform out of storage, sawn off the end of a sub-machine gun and gathered together a few grenades (it doesn't make her look any better – what she really needs is a shave) and now she's ready for action.

Miss Bottomlow's campaign is conducted in three parts. First off, she has to get as many people as possible to sign a petition. Easier said than done, but somehow she manages it. Not that it puts Jasper off making a quick buck – he just gets out his steamroller (plus troll cronies) and tries to flatten her farm. Once she's stopped that, all Ingrid has to do is infiltrate Quickbuck's

making your way around a set of different locations as being in the right place at exactly the right time. You play against a 24hr clock which advances one minute for every turn. As time passes, David's plot thickens: unless you interfere, everything just goes on according to plan.

All this makes the adventure one hard nut to crack. As you make your way through the office building, visit the park (be careful crossing the road) or just take a walk to the chemist's you might come across nothing at all. Try at another time of day and you might find a mega-hint. For Chuck 'Sherlock' Vomit, fitting the pieces of a dead confusing puzzle together didn't pose much of a problem but for punier (and younger) adventurers the whole thing might prove a tiny bit too hard. It's certainly tough trying to make sense of anything at first. The main thing is to look out for yourself and trust no-one. Don't be fooled into thinking anyone is your friend. They're not.

Though the graphics aren't quite as nifty as those in *The Pawn* or *The Guild Of Thieves*,

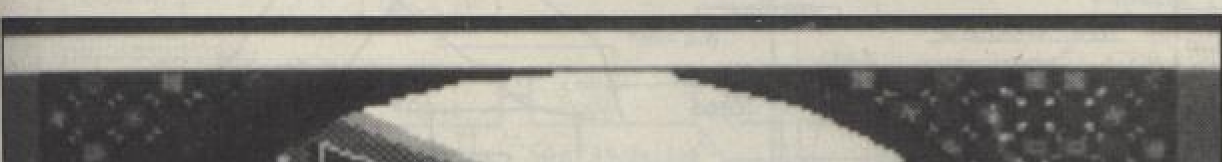


they aren't half bad and still amongst the most impressive you'll find on the 64. I reckon it's all to do with the subject matter. When you've only got so many pixels, it must be a lot easier to create fairy-tale fields and castles than detailed London streets – and I'll belt anyone who disagrees.

As you'd expect, the parser is very comprehensive and there are plenty of extras too. You can do all sorts of things with the graphics (turn them off, switch them back on, shove them up the screen, view them only the first time you enter a location and so on) and mess about with the location texts to your heart's content. Interaction is limited to asking or telling other characters about something, and though you can ask most people about anything under the sun, you'll only get a useful reply if you pick the right topic.

Insider dealing is a bit of a specialised subject and isn't guaranteed to be everyone's cup of tea. It will probably interest a whole bunch of business people who don't normally play adventures and put off a lot of adventurers who like their games to follow a more traditional style. I reckon Harvey Harlequin was a bit harsh when he gave the Amiga version 81%. *Corruption* may not have mass appeal but that doesn't prevent it from being a top quality, highly original adventure product. Don't buy it straight away – give it a try first. If you like what you see, you're in for a whale of a time . . .

ATMOSPHERE	**93%**
PUZZLE FACTOR	**90%**
INTERACTION	**87%**
LASTABILITY	**86%**
OVERALL	**90%**



manor as a maid and come back with enough evidence to put rabbit-features away for good.

Easy? Well, in the tradition of *Knight Orc* and *Gnome Ranger*, the first part is a lot easier than the other two. It's more of a beginner's section really which shouldn't take all that long to solve. Unless you've been spending the last three years hibernating under a rock somewhere in Siberia, you won't be surprised to find that interaction is definitely the key to the whole adventure. Ingrid can converse with everybody she meets and needs to enlist the help of plenty of other characters to succeed. Not only that, Flopsy, her favourite dog (judging from Ingrid's size, I reckon Flopsy must be a chihuahua) is always ready to help.

Oh yeah, the trolls. Ingrid isn't very nice to them at all. In fact, Ingrid's machine gun would look very nice next to the billygoat trophies on my wall. Think about it, Ingrid. Think about it a lot.

Trolls apart, I found this a lot more fun to play than *Gnome Ranger*. There isn't so much redundant landscape, the puzzles seem to have more structure, and there's always something going on. Little Moaning is full of gnomes leading ordinary lives: fishing, shopping, surveying, playing darts, buying concrete humans for their gardens – you name it, they do it! You can really enjoy wandering around the landscape instead of just wishing that the next puzzle would turn up.

The hand-drawn, hi-res graphics aren't quite as impressive as you might expect but they are colourful, atmospheric and very quick to redraw. There certainly isn't as much disk-accessing as you'd get with Magnetic Scrolls . . .

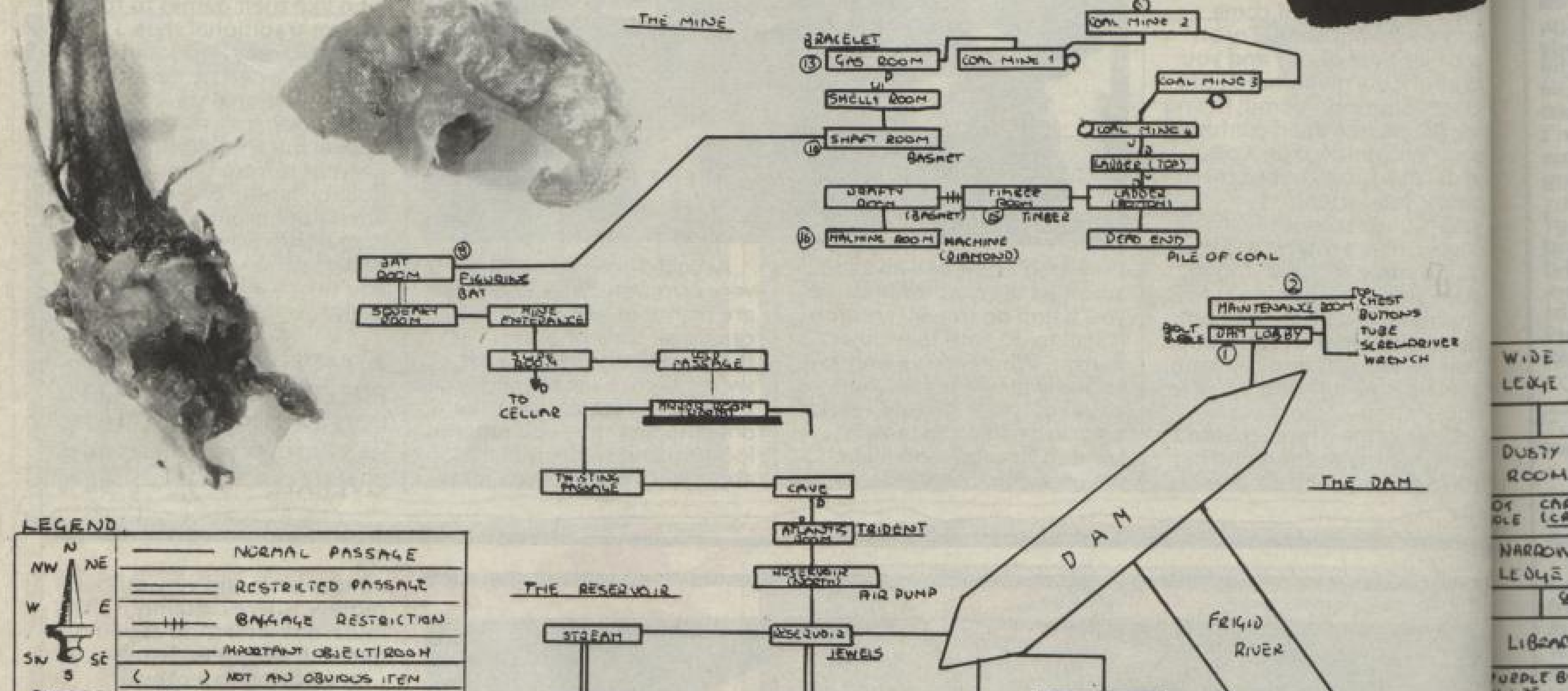
In addition to a copy of Ingrid's Gnettlefield Journal (part 2) and a full-colour portrait of the gnome herself, £19.95 buys you a typical Level 9 parser which accepts complex sentences and has plenty of useful abbreviations plus options to SAVE or RAMSAVE. Using the mouse, you can manoeuver the graphics up or down the screen, and to save laborious moving about, you can GO or RUN TO all of Little Moaning's locations.

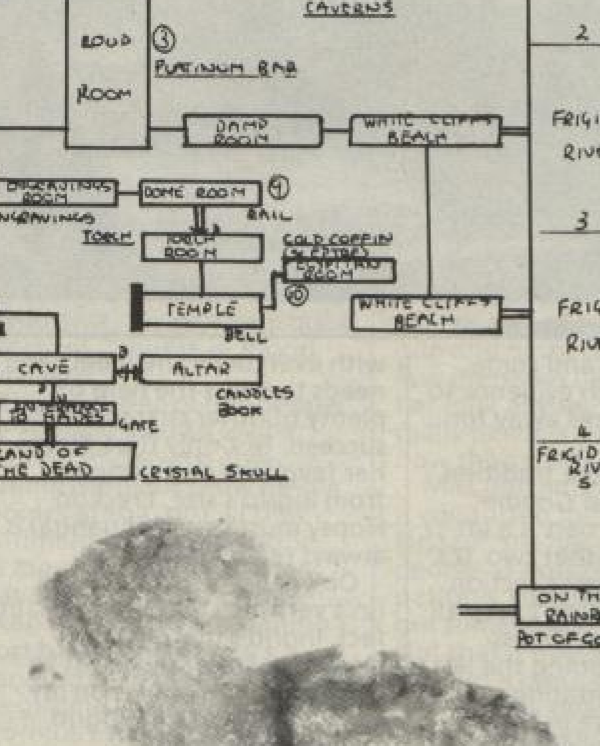
Personally, I was a bit disappointed with Level 9's first interactive adventure, *Knight Orc* – there were loads of different characters and locations but in the end most of them turned out to be irrelevant. *Gnome Ranger* was a definite improvement on that, and *Ingrid's Back* is even better. The interaction really is worth it this time. I just hope, for Ingrid's sake, that I never meet her front . . .

ATMOSPHERE	**94%**
PUZZLE FACTOR	**85%**
INTERACTION	**92%**
LASTABILITY	**88%**
OVERALL	**90%**

ZAP! ADVENTURE

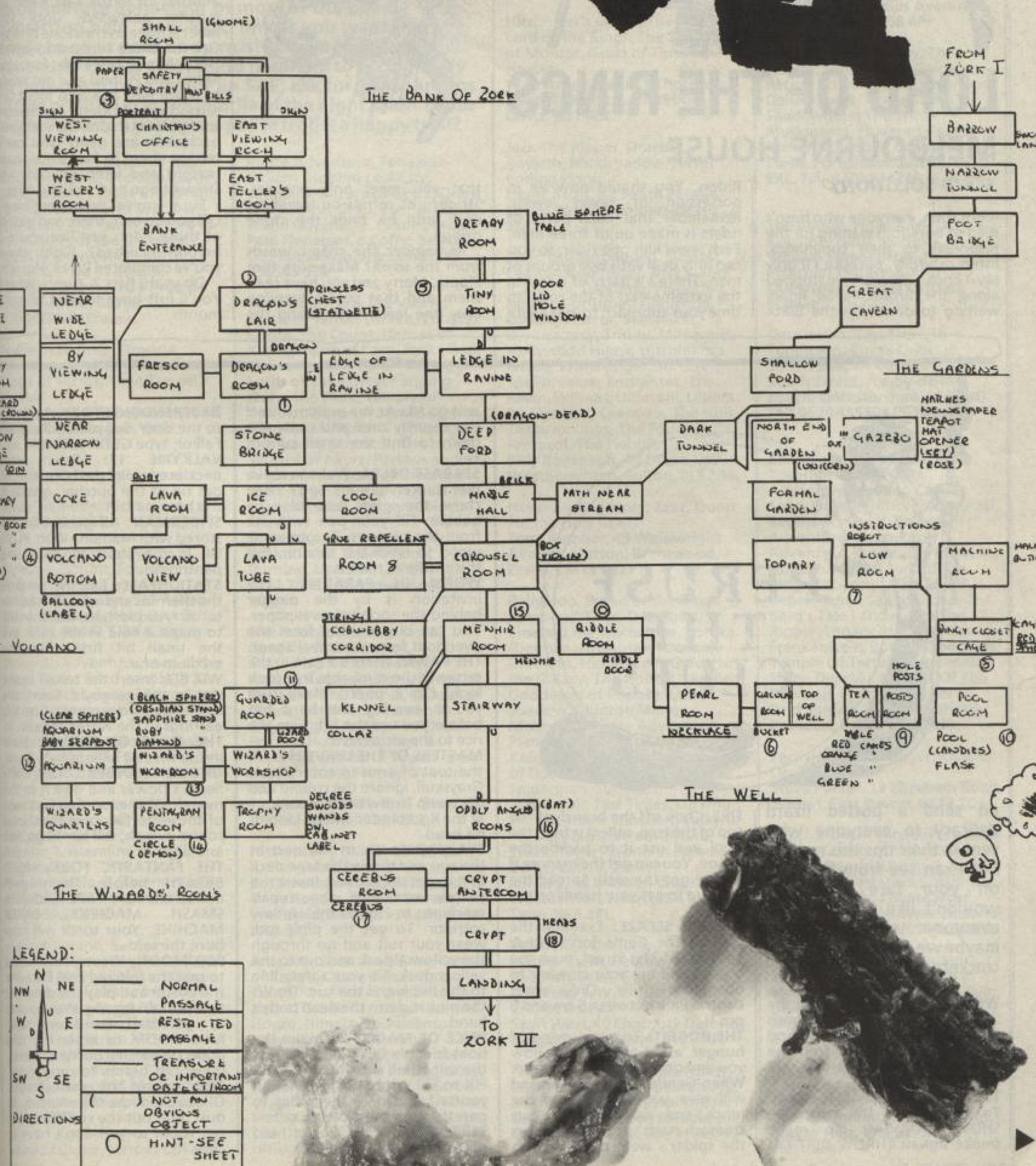
ZORK I





I had to hold Fatso over a boiling cauldron for twenty minutes (that's how long it took the heat to penetrate the first layer of fat) before he'd agree to give one smart alec adventurer a £30 software voucher every month. All you have to do is come up with the best map, hints or tips. Easier than hanging a skinned lizard upside down over an open fire. This month the prize gos to Jonathon Dale for his maps of *Zork*. Thanks to everyone else who contributed maps. I'll make sure Gordon includes the best of them soon – or else!

ZORK II


THE BANK OF ZORK
SMALL ROOM
(GNOME)
PAPER
SAFETY DEPOSITRY
BILLS
SIGN
PORTRAIT
SIGN
WEST VIEWING ROOM
CHAIRMAN'S OFFICE
EAST VIEWING ROOM
WEST TELLER'S ROOM
EAST TELLER'S ROOM
BANK ENTERANCE
DREARY ROOM
BLUE SPHERE
TABLE
TINY ROOM
DOOR
LID
HOLE
WINDOW
DRAGON'S LAIR
PRINCESS
CHEST
(STATUETTE)
DRAGON
FRESCO ROOM
DRAGON'S ROOM
EDGE OF LEDGE IN RAVINE
LEDGE IN RAVINE
(DRAGON-DEAD)
STONE BRIDGE
DEEP FORD
NEAR WIDE LEDGE
BY VIEWING LEDGE
NEAR NARROW LEDGE
CORE
RUBY
LAVA ROOM
ICE ROOM
COOL ROOM
BRICK
MARBLE HALL
PATH NEAR STREAM
VOLCANO BOTTOM
VOLCANO VIEW
LAVA TUBE
GRUE REPELLENT
ROOM 8
CAROUSEL ROOM
BOX
VIOLIN)
BALLOON
(LABEL)
THE VOLCANO
STRING
COBWEBBY CORRIDOR
MENHIR ROOM
MENHIR
RIDDLE ROOM
RIDDLE DOOR
KENNEL
COLLAR
STAIRWAY
GUARDED ROOM
(BLACK SPHERE)
(OBSIDIAN STAND)
SAPPHIRE STAND
RUBY "
DIAMOND "
(CLEAR SPHERE)
AQUARIUM
BABY SERPENT
AQUARIUM
WIZARD'S WORKROOM
WIZARD DOOR
WIZARD'S WORKSHOP
WIZARD'S QUARTERS
PENTAGRAM ROOM
CIRCLE
(DEMON)
TROPHY ROOM
DEGREE
SWORDS
WANDS
OWL
CABINET
LABEL
ODDLY ANGLED ROOMS
(BAT)
CEREBUS ROOM
CEREBUS
CRYPT ANTEROOM
CRYPT
HEADS
LANDING
TO ZORK III
THE WIZARDS' ROOMS
FROM ZORK I
BARROW
SWORD
LAMP
NARROW TUNNEL
FOOT BRIDGE
GREAT CAVERN
SHALLOW FORD
THE GARDENS
DARK TUNNEL
NORTH END OF GARDEN
(UNICORN)
IN
OUT
GAZEBO
MATCHES
NEWSPAPER
TEAPOT
MAT
OPENER
(KEY)
(ROSE)
FORMAL GARDEN
TOPIARY
INSTRUCTIONS
ROBOT
LOW ROOM
MACHINE ROOM
MACHINE
BUTTONS
DINGY CLOSET
CAGE
(CAGE)
RED SPHERE
PEARL ROOM
NECKLACE
CIRCULAR ROOM
TOP OF WELL
BUCKET
TEA ROOM
POSTS ROOM
HOLE
POSTS
TABLE
RED CAKES
ORANGE "
BLUE "
GREEN "
POOL ROOM
POOL
(CANDIES)
FLASK
THE WELL
LEGEND:
N
NE
NW
W
E
U
D
SW
SE
S
DIRECTIONS
NORMAL PASSAGE
RESTRICTED PASSAGE
TREASURE OR IMPORTANT OBJECT/ROOM
( ) NOT AN OBVIOUS OBJECT
HINT-SEE SHEET





LORD OF THE RINGS

MELBOURNE HOUSE

SOLID SOLUTIONS

Right then, everyone who hasn't died of boredom waiting for the responses to their commands, listen carefully, because I'll only say it once. Last week we stopped along the Broad Paved Road, waiting to deal with the Black Riders. You should now be in possession of seven jewels. Remember that each party of riders is made up of three men. Each jewel kills one rider, so you can only deal with two groups of men. There's a party of riders to the extreme east of the road, so time your approach to make sure that you meet only one set. Strider just carries on travelling east until he finds the stone bridge.

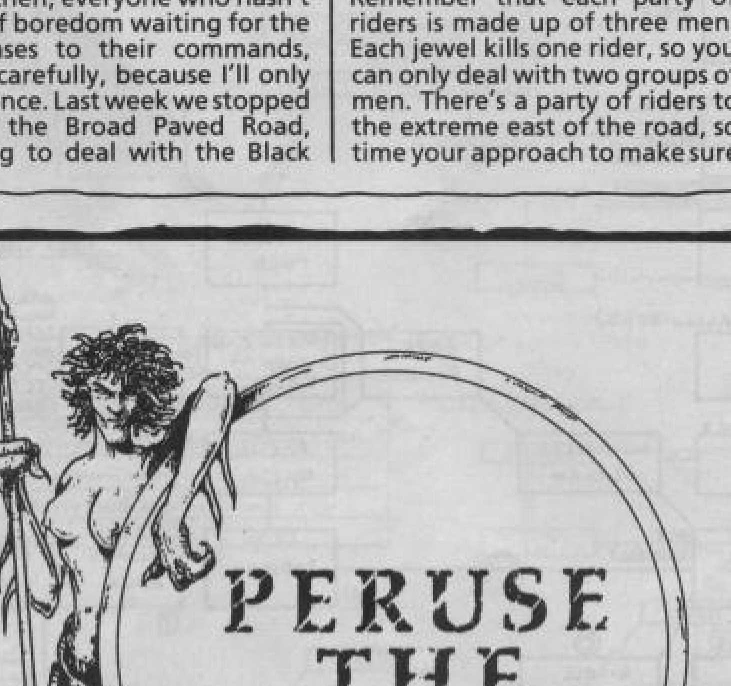
Remember the magic words from the scroll? Make sure that Pippin, Merry and you have read them and that you're carrying only one jewel each (using the magic words destroys all the jewels a single hobbit is carrying at any one time). Don't give any jewels to Sam (he's too weak for all this magic) and hand the remaining jewels to Strider before he exits Bree.

When you meet the riders say the words that you've learnt. As you speak your jewel disappears – and so does one of the riders.

Phew! They're dead. Well, they are, but don't get too excited because there's still another lot to the east. Keep on moving eastwards until you meet Strider on the stone bridge. Get the three remaining jewels from him (one each for you, Merry and Pippin) and get ready to move east again to meet the second set of riders. Just before you go make sure that all your backpacks are open (you can't reopen them in Part 2 for some reason) and keep on ordering Strider to go east until he does.

Sure you've got everything? Off you go east, then, and get rid of those riders just like you did before. Finished? Right then, you've completed Part 1. Hurrah!

Oh yeah, Part 2. Guess, what? You'll just have to wait till next month.



I'd send a potted lizard delicacy to everyone who sent in their tips this month, but I can see from the look on your face that you wouldn't like it. Thanks to everyone who helped – maybe we can pull a Yuletide cracker sometime . . .

WOLFMAN: The key is under the lid. To get the book, insert, push and then remove the key. To find the flask go N,W, then S from the weed. Fill it at the stream. (M Harvey)
THE LEGEND OF APACHE GOLD: To scare away the crocodile, SHOW HANDBAG. To make smoke signals THROW DIRT ON FIRE. Chop off the branch at the top of the tree, collect it from the pool and use it to paddle the canoe. You can get the manure if you've got the sack. Spread the manure to get your hands on the fern.
THE BIG SLEAZE: Examine the wall of the Gents for another address. At 21st Street, push the obelisk and use your crowbar to open the grille. Only enter Central Park between 6 am and 6 pm.
THE BOGGIT: To avoid dying of hunger ask Gandalf to follow you and go to Smelrond's house. When Gandalf arrives Smelrond will give you lunch. Take the lunch and eat it when your stomach starts to rumble. To pass the spider's web, pull the web and go NE. At the asylum, insert the security card and untie the drain to find the small curious key.
SEABASE DELTA: Want to make the chicken lay an egg? Then chew the gum and blow a bubble. Fill your pen with ink from the octopus. To get some wood to lever the cannon, fire the missile at the mast.
WORM IN PARADISE: The invitation is by the dagger behind the socialist's wallpaper. You can buy a ticket from the river boat from the travel agent.
THE PAWN: There's a coin in the settee in the climbable tree (ooh look, I'm a poet!) Make sure you're wearing the hard hat before you use the lift. Give the rice to the alchemists
MASTERS OF THE UNIVERSE: Hit the coat of arms to enter Castle Grayskull. Ignore the cuboid and the crack. Throw the moleculator at the Rockbinder and be kind to his head.
STARCROSS: Go to the nest in the zoo and throw the tape deck at it to get the red rod. Insert the yellow rod into the repair machine to light the yellow corridor. To get the pink rod, wear your suit and go through the yellow airlock and out to the yellow dock. Tie your safety line to the hook and the suit. Go W: the pink rod is in the dead body's hand.
PRICE OF MAGIK: To make the boat friendly GET CROSS. Throw the salt to kill the slug and CAST FIX to kill Wight. CAST MAD on yourself and give the ashes to pass through the glowing gate.
TERRORMOLINOS: To get hold of Doreen, CALL DOREEN.
NEVERENDING STORY: Be polite to the door. Say please. To fly on Falkor, type GET FALKOR.
VALKYRIE 17: Pawn your necklace to pay the hotel bill. To get rid of the butcher, give him the box.
SPIDERMAN: All gems must be stored with Madame Web. PUSH UP in the shaft to enter the penthouse.
STATIONFALL: Eat the soup in the thermos and use to the bottle to carry explosives. Use the drill to make a hole in the safe. Use the small bit first, then the medium one.
WIZ BIZ: Insert the token in the slot in the gargoyle. Drink the can of lager to progress. Give the earrings to the water demon.
THE GUILD OF THIEVES: Look inside the red billiard ball.
GNOME RANGER: Take the llama's flower and give it to the nymph. At the location just west of the waterfall, give the shovel to the nymph, tell her to go east and dig.
THE FANTASTIC FOUR: HOLD BREATH before Thing goes under the tar. FEEL GROUND, SMASH MACHINE, ENTER MACHINE. Your torch will now burn the tar.
RED MOON: Wear your wellies to pass the thin red line. Examine the oyster and play the dulcimer to entertain Bostog. Wear gloves to get the sword and EAT MUSHROOM to enter the tiny door. Give Kelf a bottle of water. Wear the braces to carry more. Obis opens the sarcophagus. Ollabin reduces the mummy to dust. Rub out the red line in the red room so you don't have to cross it.



CLEVER CONTACTS

Looks like nobody's been paying any attention to my warnings. Yet another clever contact, Geff Gillan, has asked to be taken off the list because of the inconsiderate behaviour of most of the people requesting help. Now look, unless you want every single bone in your body crushed to a pulp, just remember that it's not good manners to accidentally on purpose forget about an SAE, ask for full solutions orring people up in the middle of the night. Didn't your mother ever tell you that a polite troll is a happy troll?

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magik.
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka.
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69
Tel: 041 771 7729

Mordons Quest, Spiderman, Hacker
Nigel 'Nemesis' Richardson
Tel: 01 360 8325

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY. Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death
David Lemon, 14 Norton Place, Dunfermline, FIfe KY11 4RH Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN

Adventureland, SubSunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, All early Infocom titles, Jinxter, Guild Of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Tracer Sanction, Wishbringer, Trinity, The Pawn.
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, N Zealand. Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akyrz, Quest for the Holy Grail, Zim Sala bim, Island Adventure, Castle Dracula.
Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland. Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork III, Exodus, Ultima III, The Boggit, Lords of Time, Never ending story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The fourth protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the rings (part 1), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave.
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU. Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Kobyashi Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorceror of Claymorgue Castle, The Quest For The Holy Grail, Rigel's Revenge, See-ka of Assiah (part one), Football Frenzy, Velnor's Lair
Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall.
Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Amazon, Borrowed Time, Castle of Terror, Castle Adventure, Computer Adventure, Dracula part 1, Grand Larceny, Haunted House, Himalayan Adventure, Labyrinth, Mad Mummy, Mindshadow, Murder on the Waterfront, Never ending story, Ninja, Raka-tua Volcano, Scroll of Akhbar, Seabase Delta, Silver Mountain, Subsunk, The Boggit, The Dallas quest, The Hobbit, Ultima IV, Voodoo Castle, Zork I, Zork II, Zork III, Zzzz.
Mario Moeller, 38 Greenvale Drive, Greenvale, 3047, Vic. Australia.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor, Guild of Thieves, Jinxter.
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Jack The Ripper, Dracula, Kayleth, Mindshadow, Never Ending story.
Derek Scott, 42 South Parade, Leven, North Humberside HU17 5LJ.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker, Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit.
Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for the Holy Grail.
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Enchanter, Eureka (German, Arthurian, Roman), Gremlins, Hitchhiker's Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, Ship of Doom, Spell Breaker, Spiderman, Starcross, Stationfall, Tass Times, Lurking Horror, Tracer Sanction, Valkyrie 17, Very big cave adventure, Wishbringer, Worm in Paradise, Zork I, Zork II, Zork III.
Ian Gay, 18 Earsdon Close, Westdenton, Newcastle upon Tyne, NE5 2RL.

SMASHED, Dracula, Frankenstein, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka II, IV, Zim Sala Bim, Cricket Crazy I.
Scott West, 10 Charnock Dale Rd, Gleadless, Sheffield, S12 3HP.

The Hobbit, Seastalker, Trinity, Leather Goddesses, Beurocracy, Hitchhiker's Guide, Stationfall.
Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey. GU15 1EG

Enchanter, Zork I, II, III, Stationfall, Plundered Hearts, The Pawn, Shadowgate, Wishbringer.
Julian Loveday, 23 Herbert Road, Emerson Park, Hornchurch, Essex, RM11 3LM.

Heroes Of Karn, Empire of Karn, Dracula, Seabase Delta, Spiderman, Hulk, Zzzz, Quest for the Holy Grail, Lord of the Rings, Price of Magik, The Pawn, Twin Kingdom Valley.
A Ridge, 4 Corwallis Avenue, Clifton, Bristol, BS8 4PP

Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Dallas Quest, Jinxter, Deja Vu, Shadowgate, The Three Muskateers, Pludered Hearts.
Steven Coomber, 6 Maysfield Close, Portishead, Bristol. BS20 9RL. Tel: 0272 844218 (6-9pm)

The Boggit, Hulk, Kayleth, Kobyashi Naru, Sherlock.
William Stephenson, 10 Inchcolm Terrace, South Queensferry, West Lothian, Scotland. EH30 9NA

Corruption, Tass Times in Tonetown, King's Quest III.
Simon Ball, 1A Castle Flats, South Street, Ashby-de-la-Zouch, Leicestershire, LE6 5BQ. Tel: 0530 415103 (5-10pm)

Zzzz, Kentilla, Seabase Delta, Token of Ghall, Pirate Adventure, Voodoo Castle, Spacy Odyssey, Buckaroo Banzai, Redhawk, Kwah, Colossal Adventure, Dungeon Adventure, Impossible Mission, Adventureland, Lord of the Rings, Labyrinth, The Count, Rebel Planet, Sea of Blood, The Bard's Tale I and II, Jack the Ripper, Legacy of the Ancients, Frankenstein, Book Of The Dead, Temple Of Terror, Neverending Story, Deja Vu, Masters Of The Universe, Fourth Protocol
Paul Shields, 35 Threshelford, Basildon, Essex, SS16 5UB.

Zork II, Gnome Ranger, Knight Orc (part one).
Steve Parker, 13 Elizabeth Road, Seaton, East Devon, EX12 2DS.

Zork I, II and III, Hitchhikers Guide To The Galaxy, Knight Orc, Dragon World, Ultima 3, Infidel, Starcross, Seastalker, Cutthroats.
Richard Verity, I Beack Road, Motueka, Nelson, New Zealand. Tel: New Zealand (0524) 88660.

Zork I, II and III, Suspended, Starcross, Deadline, Gruds in Space, Hulk, Spiderman, Asylum, Dallas Quest.
Mischa Schweitzer, Assumburg 9, 1121 EA Landsmeer, Holland.

Knight Orc, Mindshadow, Bastow Manor, Dracula, Neverending Story.
Jamie Gooding, 29 Ross Street, Surrey Hills, Victoria 3127, Australia.

ZZAP! COMP

BLOOD BOWL

CRUSH HEADS AND DRINK BLOOD

Ever felt like stamping on your dog, throwing your mother out of the window, scraping a nail along your neighbour's paintwork or throwing your penknife at the nearest cat? Yeah? Then go and seek medical advice immediately – people like you shouldn't be allowed on the streets.

Er . . . no, but seriously, ha ha, if you sometimes feel like a used teabag at the bottom of your Auntie Edna's pot (and she drinks 20 cups a day) don't despair. There are harmless ways of working off all that excess aggression. And no – that doesn't mean playing dominoes or asking your sister to double as the board for a game of darts. What we're talking about here is RPG – *Bloodbowl* to be exact.

Yup, one of The Games Workshop's most recent releases is *the* definitively violent American football game. Played by man-mountains on monstrously hard surfaces, never a match goes by without the ritualistic drawing of blood. The greater the chance of mutilation, the bigger the crowds – and the bigger the crowds the bigger the money. Day in and day out the mammoth forms of mutilated morons slug it out on the

THE BIG MATCH

The first Quarter had been fast and furious, no less than four players had pulped each other in a touchdown scramble. The four casualties each had their own comments to make, and the newshounds were already sniffing around the injury boxes.

'OK guys, tell me about it, how did the match go?' Dave Slimeball of the Daily Dregs could sense he was onto a big story.

'Wot a game!!' grunted One-Eye, 'We all got to maim or crunch at least one other player hur hur hur . . .'

'I KO'd a Lineman' screeched Bumble, jumping up and down in excitement, 'just as he was about to reach the endzone too!!'

'About gruddin' time' muttered Iron Fist, nursing a broken arm, 'dat stonkin great Lineman mussed up me throwing arm a minute earlier . . . Hammerbrow completely trashed the little catcher a bit later anyhow . . .'

'Wicked' sneered One-eye, 'and foul play of the game must go to that Blitzer; usin' a Blocker's head to score a touchdown indeed!!'

Astrogranite pitch. Will the *Elfheim Eagles* take the Bloodweiser trophy or will it go to the entrail-hungry butchers of *The Gouged Eye*?

Ready to sell your grandmother into slavery to get hold of it? Well, hold your knuckledusters, because you might just win one first. The Games Workshop, a leading UK manufacturer, distributor and retailer of Fantasy Hobby Games, have agreed to give away a copy of this gruelling game to 20 people clever enough to prove they've got a bit of brain to match their brawn.

All you have to do is read the piece of text *The Big Match*, and figure out which of the four players (One-Eye, Bumble, Iron Fist or Hammerbrow) plays in which of the following positions: Thrower, Blocker, Lineman, Catcher. And because we're feeling generous we'll give you a hint. If a player actually mentions the position of an opponent by

WIN 20 COPIES OF *BLOODBOWL* – AMERICAN FOOTBALL WITH A DIFFERENCE! – FROM THE GAMES WORKSHOP

GAMES WORKSHOP



name, he's not playing that position himself ie: if Paul Glancey were to mention a Lineman (not that he would, he'd be far too scared) he definitely wouldn't be one.

The top 20 prize winners get a blister pack of *Bloodbowl* miniatures in addition to their copy of the game, and 28 runners up get a blister pack each. Cor!! Just write your answers on the back of a postcard and send them to:

BLOOD AND GUTS COMP,
ZZAP! TOWERS, PO BOX 10,
LUDLOW, SHROPSHIRE, SY8 1DB

And no cheating, or we'll Chuck Vomit at you.

Art. Good condition, £340 ono Tel: 0661 23283.

CBM 128, 1541 disk drive, Freeze Machine, Image System, Easy Script, over 270 games, disk and tape, books, joystick, all for £420 ono or swap with Amiga. Tel: Wokingham (0734) 771790 after 5pm daily.

CBM64, C2N, over 80 games (many recent titles). Total minimum value £800. Selling for only £300 before Xmas. Tel. Leeds 0532 684024 after 6pm (Demonstrations on request).

C64:- with over £350 worth of software including Barbarian, Gunship, IK+ and more! C2N - deck, total! Cleaning kit, Excel+ disk drive (still boxed) and other accessories £280 ono. Will sell computer and Excel+ separately. Call (01)578 5467.



ZZAP! READER CLASSIFIEDS

WANTED

Wanted, cassette version of, 'Scarabaeus' and 'The Sacred Armour of Antiriad'. Cy Baites, 192A Peckham Rye, East Dulwich, London SE22 9QA.

Terrormolinos for CBM64, 100's of latest titles to choose from in exchange. Tel: Geoff on 0723 375095.

Wanted CBM64 keyboard (working) will swop for CBM64 games or cash or cash + games. I am also selling games. Please write to Anthony Brooks, 66 St Johns Road, Staveley, Nr. Chesterfield, Derbyshire S43 3QW.

Role Players! Are you heavily into C64 RPG's? Write to me and swap views and tips. Raistlin Majere lives on! Contact: Steve Jackson, 10 Fairway Road, Burslem, Stoke-on-Trent, Staffordshire ST6 7JJ, England.

Good reliable Amiga contacts wanted from all around the world, all letters will definitely have replies. Write to D.F. Whittingham, 54 Beaconsall Lane, Hesketh Bank, Preston PR4 6RR. No lamers please.

FOR SALE

CBM64C, two tape decks, one Load It, £350 worth of games, two joysticks. Quick Sale. Phone Michael (Widnes) 051 424 6518. Sell for £300 ono. Hurry, quick sale needed.

C64 software for sale, worth £800+. Will sell the lot for £100, many latest titles i.e. Beardsleys Football, Tracksuit Manager, Bionic Commando, Stealth Fighter etc. Details from Mr. R. Yip, 587A Warwick Road, Solihull, West Mids B91 1AP.

CBM 64, datasette, joystick, lightpen, freeze frame, 158 games, 51 sizzlers, 17 gold medals, 38 mags, utilities, CNET demos, basic progs, 3 manuals, worth £1250 sell £450. Phone David: Bedford (0234) 54034 between 6pm and 7pm.

I send my best regards to all C64 users, I have the newest stuff on disk, send list/disk to Alpha One, 100 Lancaster Gate Flat No.9, London W2 England. All over the world.

Pokes, tips and hints for your CBM 64. Booklet contains over 120 pokes including all the latest games. Send £2.50 to: Howard Lock, 26 Cricketers Road, Arlesey, Bedfordshire SG15 6SP.

CBM64, datasette. manuals, two Quickshot II Turbo joysticks, £650 worth of original games including Out Run, IK+, Platoon, Buggy Boy, 720, also Music Maker and keyboard. Great value £200!!! Contact Graham (0923) 676583 after 4.30pm.

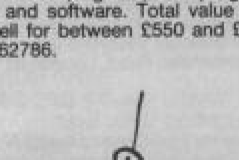
C64, C2N datasette, 58 originals including Last Ninja, Ikari Warriors, Platoon, Rastan, Manual Music Maker, four joysticks, designer pencil, two programme books – Bargain at £100 Tel: 01 502 2807.

C64 computer games for sale. All original cassettes. Prices between 25p and £5, many new titles , Buggy Boy £4, Platoon £4.50 and loads more, around 35 in all. Tel: Matt on 0263 824441 after 6.

CBM 64/128 original full price games £5.00 each, 19 games including Buggy Boy, Road Blasters, Outrun, Ikari Warriors, Konamis Collection, Pac-Land, Garfield, Thundercats, Paperboy, Gauntlet, World Games, California Games and lots lots more. Telephone 0536 73626.

C64, Excelerator disk drive with 30 blank disks, C2N, joystick, freeze machine, 25 mags and £500 worth of software as new, including many famous titles. Will sell £400. Phone 0902 894310 and ask for Marc.

CBM64, 2C2N, datasette, disk drive Geos, freeze machine, joystick, Citizen printer, 171 games worth £900 (originals) with programming books and software. Total value over £1300 will sell for between £550 and £600. Telephone 762786.



Commodore 64, Commodore tapedeck, plus £300 worth of original games, including some recent titles. All in good condition and with original boxes. Only £150. Tel: (01) 673 0269 after 6pm (Monday to Thursday).

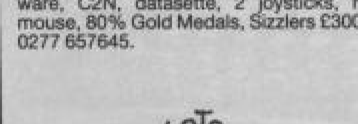
C64 games, IK+ £4.00, Elite Collection £8.00, Platoon £5.00, 6Pak Vol III £5.00, We Are the Champions £5.00. Send for complete list and excellent condition. Anthony Brooks, 66 St. Johns Road, Staveley, Chesterfield, Derbyshire S43 3QW.

C64, MPS801 printer, paper, ink, 2 datasettes, Back-up board, Quickshot 2 Turbo, Music Maker keyboard overlay, head alignment/demagnetising cassettes, dustcovers, loadsa games, books, mags and much more, VGC £350 ono. Tel: Nottingham 892043.

For Sale C64, Enhancer 2000, disk-drive, 2 cassette decks, Freeze Machine, Quickdisc+, joystick, over £250 worth of software, excellent condition worth £500, will sell for £320. Phone 0270 581557 ask for Nick.

Commodore 64, datasette, 2 Quickshot II joysticks, Freeze Frame (MKIIIb), lots of magazines, and over £450 worth of original games including Predator, Bubble Bobble. All in excellent condition, BARGAIN £195. Ring 01-597 3284.

Commodore 64C only 18 months old, 1541 disc drive, Expert cartridge, £700 original software, C2N, datasette, 2 joysticks, NEOS mouse, 80% Gold Medals, Sizzlers £300 ono. 0277 657645.



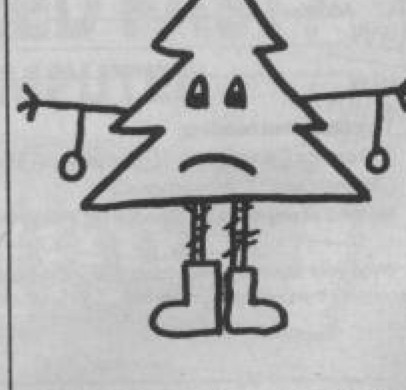
Commodore 64, 1541 disk drive, MPS803 printer, AMX mouse, C2N cassette deck, 2 joysticks, 2 paddles, 2 power packs, £600 latest games, plus £250 misc. software, eg.

Commodore 64, Excellerator+ disk drive, £400 software inc. SEUCK, Salamander, Barbarian 2, etc. 2 joysticks, C2N, Geos, disk holder, Freeze Machine, 30 disks, 12 ZZAPS, worth £850. Quick sale £400 ono. Phone Ian (04862) 4953.

Miracle Technology Multi-Modem for CBM 64 or 128, auto dial, multi-speed, boxed as new, cost £125, accept £85 ovno. Tel: 061 792 0725 after 6pm.

Make your own demos. Complete with hires picture, music and scrolling message, easy to use. Only £5.00 (inc.PP). Send to Neil Higgins, 109 Edward Street, Denton, Manchester M34 3BS (C64 disk only).

CBM 128, Tape deck, over 60 games all original inc. Platoon, Ikari Warriors, two joysticks, manuals and mags vgc. All for £150. Phone Alan after 5pm on 061 339 3767.



CBM 128, datasette, Excelerator+ disk drive, 3 joysticks, over £400 of software including Bionic Commando, Ikari Warriors, Out Run. All boxed with manuals 6 months old. Bargain at £450 ono. Tel: 0474 82 3185 after 5pm.

For the 64 beginner, C64, 2 C2Ns, backup device, Music Maker, Quickshot IV joystick and over £200 of games, worth over £500, will sell for £200. Telephone Brentwood, Essex (0277) 260712. Please telephone after 7pm.

Excelerator Plus disk drive, forty disk games all original inc Delta, Skate or Die etc and disk box. Phone Alan 061 339 3767 after 5pm. £150.



C64, 1541 disc drive, over £1,000 worth of games, Music Maker, mags, plus Sega with six games still boxed, vgc worth over £1,450, selling for £450.00. Call Steve on (0493) 857878.

C64 users, over 80 original games for sale plus machine code assembler, the Expert back-up cartridge (£30 new) over 40 magazines and several programming books. All for £70 ovno. Ring Andrew on (0444) 455210.

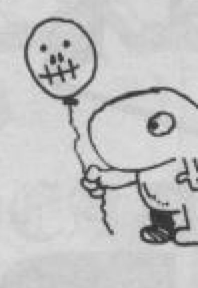
C64, disk drive, modem Quick Data drive, joysticks, books, mags, complete Inputs, Civet Demos, 30 disks plus holder, 50 games tape/disk, Expert cart. plus disks, Learn M/code and Basic packs, BBC Basic, Phone John (0346) 27231 offers.

C128, Oceanic II & N disc drive, MA8801 printer, Expert 124 games, some disk based, books, £600 ono. Tel: 051 424 9804 5.30pm - 9.00pm Monday - Friday.

C64C, C2N, 2 joysticks, mouse, £500 worth latest titles original including IO, Rampage, Thunder Cats, etc, Music Maker, 80 mags worth over £800, sell £400. Phone: (021) 772 2403 after 4pm (West Midlands).

Commodore 64C, excellent condition, Load It, datasette, C2N datasette, 3 joysticks, £250 games, Neos Mouse, 'O' Level Maths, intro to BASIC, 100s magazines. Yours for £299. Phone Crewe (0270) 589789 for details, ask for Stefan.

CBM 64C, Excel disk drive, disk box, blank disks, only 8 months old, 80 games worth over £650. All worth over £1000, will sell for £399. Phone Jason (0541) 80637 6.00-7.00pm Mon-Fri.

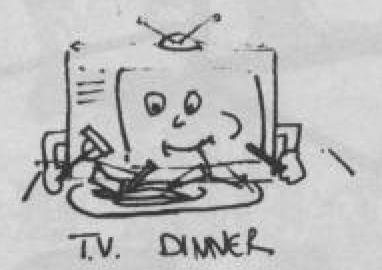


CBM 64, disk drive, tape deck, printer, modem, tapes, disks, books, magazines, back-up cartridge, utilities, etc £350. Phone Kevin (0674) 72169.

Commodore 128, 1541 disk drive, cassette recorder, joystick, plus £300 games. Bargain at £350. Reasonable offers may be accepted. Tel: Stafford 46920 after 6pm.

Commodore 64, datasette, 2 joysticks and £450 of original software, all top titles, Skate or Die, Driller etc, dust cover, Reset switch, lots of mags, worth £700. For quick sale only £185 vgc. Phone (0932) 240474.

Commodore 64, slimline case, 1541 disk drive, 40 disks, cassette player, over 100 cassette and disk games, NEOS mouse, Seiko wrist terminal £200 for quick sale. Tel: Stirling (0786) 74752 after 5pm.



CBM 64, C2N datasette, dustcover, Quickshot 1, 20 original games, Freeze Machine, Back-up cartridge, manual, selection of magazines £150. Also have Quickdisk+ £10, Alter Ego £12, Chuck Yeager's Advanced Flight Trainer £10. Telephone John on 0777 703147.

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Write your advertisement here, one word per box, and include name, address and phone number if you want them printed.

SWAPLINE

C64 disk users! Gareth Hall, PO box 418, Woodridge, Queensland, Australia would like to swap games, demos, hints etc. Send me a disk or your lists now. All enquiries will be answered.



Hi! I'm Craig. I want to swap 64 stuff on disk. Send lists to me. Americans and Europeans please. I get all the latest. Hi! Smiffy send: C.Baker, 102 Whitehorse Road, Brownhills, Walsall, WS8 7PG England.

C64 User wishes to swap latest games, demos and utilities on disk. Send list or disks to Chad Matthieson, 14 Tweeds Well, Kitwell, Birmingham B32 4JD. I promise to reply to all letters.

64 Disc User Robert Stainsby, 17 Scott Grove, Hartlepool, Cleveland, TS25 4NL would like to hear from you to swap demos, games etc. Send list or disks. I promise to reply to all letters.

C64 disk and/or Amiga users!!! All the latest & the greatest. Send lists, letters or disks and I'll return likewise. Everyone gets a reply. T.T.R., 13 Clarkendon Road, London E11.

Cid wants you! Contact Kelvin Ali, 7086 Goreway Drive, Mississauga, Ontario, L4T 2T6 Canada! For swapping the latest with the best! Send disk/list - all letters/disks get a 100% reply! Later!

64 User wants to swap games and demo's on tape or disk to people all over the world. Latest stuff only. Please contact Jackal, 25 Kingsley Ave, Kersal, Salford 7, Manchester as soon as possible.

California Amiga looking for world wide pen pals to swap hints, etc. Interests in graphics, games, videos, new ideas and cool programs, any age. Write to: Mike Wood, PO Box 498, Livermore, California, 94557-0498, USA.

*****Attention***** Looking for new stuff to feed your C64? So do I! Disk only. 100% answer!

Write to Dietmar Kneidl, Am Onolzbach 25, 8800 Ansbach, Germany.

PEN PALS

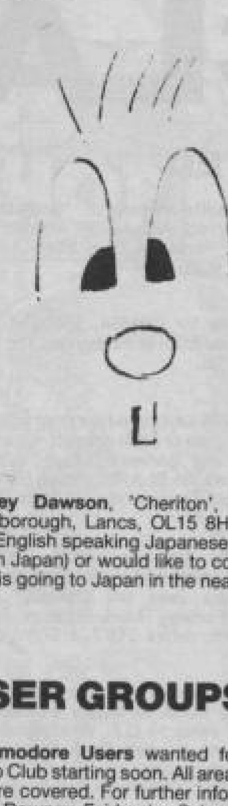
Steven O'Brien, 29 Merlin Way, Sheffield S5 6SS, England wants to swap all latest disk or tape stuff, games, demos and utilities. Tel: (0742) 443473. I promise to answer all letters. Write soon please!!!

Amiga/C64, I'm 19, looking for penpals all over the world, for the latest games, demos, utilities, send list. I will reply to all! Best software guaranteed! Greg Zafiris, 286 Linsmore Crescent, Toronto, Ontario, Canada. M4J 4L9.

Ivan Kovalevic, 3 Chinner Cres., Melba Act 2615, Australia wants to swap the latest games, tips, pokes for the C64 from all over the world.

C64-Freak seeks disk users worldwide, who are interested in swopping the latest games, demos, utilities, etc.. All letters to:- Paddy, 36 Hillside Ave, Wembley, Middlesex, London HA9 8DY, England. Send now!!!

I would like to swap CBM64 software with everybody in the whole world (tape). Send your list or tape (latest stuff) to R.Smit, Beerlustweg, 28 7335JD, Apeldoorn, Holland (always reply).



Ashley Dawson, 'Cheriton', New Street, Littleborough, Lancs, OL15 8HW would like and English speaking Japanese penpal (must live in Japan) or would like to contact anyone who is going to Japan in the near future.

USER GROUPS

Commodore Users wanted for the Essex Micro Club starting soon. All areas of computing are covered. For further information write to: P. Downey, Fairbanks, School Lane, Great Leighs, Chelmsford, Essex CM3 1NL.

Are there any User Groups in Glasgow area, that meet to discuss all computer info. If you're in one or know of any please contact Martin McGoldrick, 32 Queen Elizabeth Square, C169/4th Floor, Glasgow G5 0RY.

FANZINES

Martin's Commodore Club, £2 for years membership, four three monthly fanzines with games, programming and hardware tips. Full details in fanzine, write and send cheque to Mr. Iain Martin, 8 Eriskay Road, Inverness. Tel: 0463 231384.

Cult following!! Thats what we have! Try us and see – **Advenfoe**, The Adventure Magazine. Twenty solutions per issue. Warning: these are full solutions not hints! Send cheques/PO's for £3.20 to G. Kirkham, 23 Hope Street, Ashton u Lyne OL6 9SN.

Gaming C64 software review magazine Christmas Special out December 8th, free cassette containing eight playable game demos! 72 pages! software exchange club! £1.00 payable to S. Johnson, Flat 2, 16 Canfield Gardens, London NW6 3JX.

COMPILOFAX

The Compilations Roundup to end all Compilations Roundups (until the next one)

Having to hunt around for some classic game because you couldn't afford the dosh until it had disappeared from the shelves? Maybe you've only just bought a 64 and are wondering what you've been missing? No? Well, never mind, read this anyway – a frank, pulls-no punches appraisal of five compilations of golden and mouldy oldies which are available at your software store at this very moment. OK, Paul, wheel 'em in . . .



GOLD, SILVER, BRONZE

US Gold/Epyx, £14.99 cassette, £17.99 disk

Contents:
SUMMER GAMES – The first Epyx sports simulation, comprising eight events: 100m Dash and 4x400m Relay, Relay and 100m Freestyle Swimming, Diving, Pole Vault, Gymnastics and Skeet Shooting. All are very playable and none rely on exhausting joystick-waggling.
SUMMER GAMES 2 – The second collection of eight sports which exhibited even more variety and graphical excellence than the first one. The events covered in this package are the Triple Jump, Rowing, Javelin, Show Jumping, High Jump, Fencing, Canoeing, and Cycling.
WINTER GAMES – A set of seven suitably snowy games, including Figure Skating, Speed Skating, Free Skating, Hot Dog (a sort of stunt ski-ing), Ski Jump, Bobsled and Biathlon. Much more playable than Epyx's more recent *The Games: Winter Edition.*

OVERALL 81%
A pricey but worthwhile compilation of some beautifully presented and very playable conversions of the subject sports. *Gold, Silver Bronze* comes recommended even if you have one of the three games in your software collection already.

LEADER BOARD PAR FOUR

US Gold, £14.99 cassette, £17.99 disk



Contents:
LEADER BOARD – The original Gold Medal-winning edition of Roger and Bruce Carver's 3D golf game, apparently played on four courses of 18 island holes.
LEADER BOARD TOURNAMENT – An extra four courses for the original version of *Leader Board.*
LEADER BOARD EXECUTIVE EDITION – An even better, upgraded version of the game which features extra obstacles such as trees, bunkers and water hazards.
WORLD CLASS LEADER BOARD – As on the *Summertime Specials* compilation.

OVERALL 83%
A very good package which should appeal to golfers and non-golfers alike, but would have been better at a lower price, perhaps in a less fancy box without the free course and club guides and the score sheets.

HISTORY IN THE MAKING

US Gold, £24.99 cassette, £27.95 disk



Contents:

BEACH HEAD – US Gold's first 64 hit now seems a rather dated collection of naval arcade games. Reasonable dodge and blast fun for a while, though.
BRUCE LEE – Excellent platform game with minimal beat 'em up undertones provides hours of treasure hunting fun.
SPY HUNTER – Fun conversion of Sega's old road-blasting coin-op.
RAID – Another Access game, first released to much controversy because of its original title, *Raid Over Moscow*. Consists of various forms of arcade shooting and dodging action, all very playable and addictive.
THE GOONIES – License of the Spielberg movie turns out to be a 'pretty decent platform puzzle game with the unusual addition of the ability to control two characters to beat each screen. Not many levels, though.
SUPER CYCLE – First-rate *Hang On* lookalike by Epyx. Plenty of bike-racing thrills if you can stand the cassette multiload.
WORLD GAMES – Eight superbly-presented sports from around the world, produced by Epyx when they were at their zenith.
EXPRESS RAIDER – A conversion of a Data East coin-op which puts you in the boots of a fist-fightin' train robber in the Wild West. Reasonably good fun, though the graphics lack definition.
INFILTRATOR – The combination of flight simulation and arcade adventure is competently produced but proves too frustrating to be totally addictive.
BEACH HEAD 2 – The Carver Brothers' sequel to their first 64 success, which made many improvements over the original with more variation in the shoot 'em up gameplay and some excellent digitised speech.
GAUNTLET – Very successful conversion of the multi-player arcade adventure coin-op. Not without its bugs, but quite playable nonetheless.
ROAD RUNNER – Another arcade conversion which is reasonable fun, but the tape version features a long-winded multiload.
IMPOSSIBLE MISSION – Graphically, sonically and playabilitywise, this is one of the best platform games of all time.
KUNG FU MASTER – A mediocre coin-op conversion, offering reasonable gameplay without many graphic and sonic adornments.
LEADER BOARD – As on the *Leader Board Par Four* compilation.

OVERALL 81%
A great compilation bearing a host of excellent games, but at the price, who's going to buy it? Most Commodore owners are likely to have at least some of the games already, and most of those their software collection lacks are available on their own at a budget price.

SUMMERTIME SPECIALS

US Gold, £12.99 cassette only



Contents:

SOLOMON'S KEY – Graphically unambitious but very playable conversion of the Tecmo platform-puzzle coin-op.
BRAVESTARR – Based on the toys of the same name, this contains elements of platform, scrolling shoot 'em up and adventure games, all of which are terminally weak.
CAPTAIN AMERICA – Technically competent but insufferably confusing game which wastes a potentially exciting superhero license.
TRANTOR – Very tedious arcade adventure which doesn't live up to its nice presentation.
WORLD CLASS LEADERBOARD – Probably the best version of the standard-setting Access golf simulation. Four courses each of eighteen holes surrounded by trees and sand traps should keep even the most discerning armchair Jack Nicklaus ecstatically happy.
RYGAR – Astoundingly poor rendition of the arcade barbarian adventure, with utterly awful graphics and minimal playability.

OVERALL 48%
Obviously a dumping ground for US Gold's Christmas '87 turkeys, with *World Class Leaderboard* and *Solomon's Key* being the compilation's only redeeming features. At the price, it's hardly worth considering even if you haven't either of these two.

FRANK BRUNO'S BIG BOX

Elite, £12.99 cassette, £14.99 disk



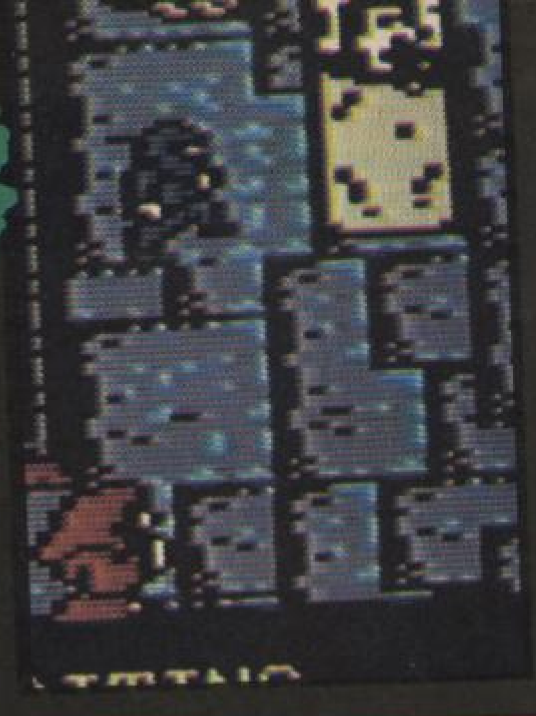
Contents:

Frank Bruno's Boxing – This adaptation of the arcade game *Punch Out* pits Frank against five opponents from around the world. Reasonably good all round, y'knaw'ameen, 'Arry?
Commando – Chris Butler's conversion of the Capcom arcade game suffers from ropey sprite control and lack of levels, but excellent Rob Hubbard music and a modicum of playability make it a game worth playing. At least a few times.
Ghosts 'n' Goblins – Meanwhile, Chris Butler's conversion of THIS Capcom arcade game is excellent, sporting very good graphics, haunting music and great shoot 'em up gameplay.
Scooby Doo – Characters from the cartoon series take part in a graphically and sonically unambitious spooky beat 'em up which isn't very engrossing.
Batty – Decent *Arkanoid* variant programmed by one of Paul's friends. Cor!
Battleships – Unastounding conversion of the popular pen and paper game.
Airwolf – This mazebound whirlybird shoot 'em up looks its age but still proves frustratingly addictive.
Bomb Jack – Pretty poor rendition of the arcade platform game with weak sound and graphics to further hamper the unendearing gameplay.
Saboteur – Limited arcade adventure with oriental beat 'em up overtones.
1942 – Pretty poor version of the coin-op.

OVERALL: 75%
A trifle expensive, but should keep undiscerning gamers happy for quite a while. The package is let down by its lack of any really outstanding content – oh, and its very silly name.

KARATE ACE

Gremlin, £12.99 cassette, £14.99 disk



Contents:

THE WAY OF THE EXPLODING FIST – The first really good beat 'em up on a home computer, which plays very well indeed until you discover the one move that beats all the opponents.

BRUCE LEE – As on *History in the Making*

KUNG FU MASTER – As on *History in the Making*

WAY OF THE TIGER – A trio of weak beat 'em ups made more inaccessible by a tortuous multiload.

SAMURAI TRILOGY – Extensive options don't make this any more playable than a bucket of wallpaper paste.

AVENGER – The sequel to *Way of the Tiger* which was more of a *Gauntlet* game with Oriental fighting than an out-and-out beat 'em up. Playable all the same, though.

UCHI MATA – This is unusual insofar as it's based on Judo rather than Karate. The control method takes some getting used to, but once mastered it's rewarding.

OVERALL: 61%

Hardly the selection of top-notch beat 'em ups you might have expected for this price, but *Karate Ace* does have its high points in the collective forms of *Avenger*, *Bruce Lee* and *Uchi Mata*. It's a pity Gremlin couldn't have got either *International Karate* or maybe even *IK+* to put some real life into the package.

CHART BUSTERS

Beau-Jolly, £9.99 cassette



Contents:

Ghostbusters – Good music and the odd bit of digitised speech help draw your attention away from repetitive gameplay. Enjoyable for a while, though.

LA SWAT – Stroll the streets of the City of Angels and mow down anyone who gets in your way. Unsophisticated blasting fun.

Kane – Four stages of target shooting and horse riding japes jollied along by some nice graphics and sampled sound effects.

Ninja Master – Poor attempt at a beat 'em up, low in the addiction and graphics stakes.

Rasputin – Weird, but interesting platform game which portrays the action in a 3D layout.

Olli & Lissa – Cute and mildly entertaining platformer set in a haunted castle.

Ricochet – Excellent addition to the *Breakout* genre of games, with the usual array of bolt-on extras, a screen designer and, for once, a sense of humour.

Zolyx – Simple but frighteningly addictive reworking of the ancient line-drawing coin-op, *Qix*.

Way of the Exploding Fist – as on *Karate Champ*.

Dan Dare – Brilliant arcade adventure has Dan up to his usual world-saving, Treen-bashing antics. Captures the feel of the seminal (oo-er!) cartoon strip very well indeed.

Formula One Simulator – Nice Rob Hubbard music, but the out-of-the-cockpit racing action is hardly exhilirating.

Brian Jack's Superstar Challenge – Early attempt at an armchair athletics game which leaves quite a bit to be desired these days.

Tau Ceti – Utterly captivating 3D planet exploration-cum-shoot 'em up.

I,Ball – A fast paced vertically-scrolling blast with lots of extra weapons, sampled sounds and a funky Hubbard soundtrack (which Maff says is a re-working of a Cabaret Voltaire song. But then he would, wouldn't he?)

Park Patrol – Novel and compelling collect 'em up in which a park ranger (male or female) has to clear the park and its lake of litter while avoiding the attentions of the indigenous fauna (animals to you).

Thrust – Terrific re-working of the arcade game *Gravitar*. Negotiate increasingly convoluted alien caverns, shoot reactors and steal Klystron pods, all while battling against gun emplacements and the laws of Newtonian physics.

Harvey Headbanger – Endearing puzzler.

FA Cup Football – Unspectacular – not even recommended for footy fans.

Agent X2 – Obscure and unattractive arcade action which comes lowly recommended.

War Cars – Reasonably addictive racing blast.

OVERALL: 88%

OK, so they're all budget games anyway, but a lot of the inmates on *Chart Busters* are real gems and most of the rest aren't bad at all. In the value for money stakes, Beau Jolly seem to have come up trumps again (to mix a couple of metaphors).

SUPREME CHALLENGE

Beau Jolly, £12.95 cassette, £16.95 disk

Contents:

Elite – Profound, enjoyable and lasting space/trading game: an all-time 64 classic with an atmosphere all its own.

The Sentinel – Another 64 classic, vying for the position of greatest game of all time with a handful of others. Reclaim 10,000 worlds from the all-powerful Sentinel . . .

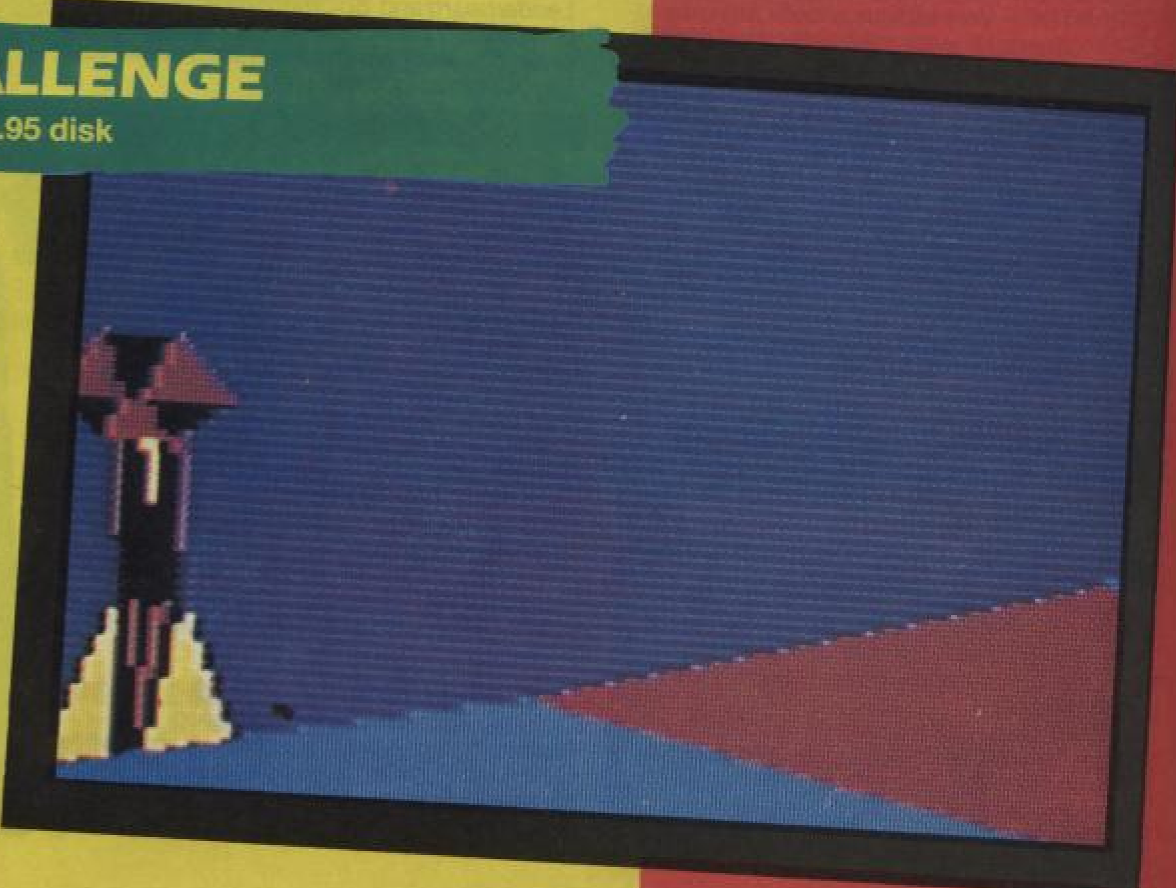
Tetris – Brilliantly simple and addictive puzzle game originally programmed in the USSR.

Ace II – Compelling combat simulation with great graphics and accurate flight sim elements.

Starglider – Slightly jerky but still playable space shoot 'em up, as you defend Novenia from the invading Egrons.

OVERALL: 95%

The 64 version of *Starglider* wasn't quite as impressive as on the other 8-bits, but the supreme quality of the rest more than make up for it. Quite simply, one of the best compilations money can buy.





CLASH OF THE TITANS

(Maybe . . .)





ZZAP! CHALLENGE

Having crushed the parping peanut Glancey into a pathetic pulp last month, I was preparing a bionic team of challengers for a really decisive fiasco this month.

Unfortunately, the pimply champion I had nurtured on a diet of TCP and Toilet Duck died convulsively the night before the main event. Unable to find anyone to replace the whingeing squirt I was forced to resort to last ditch tactics – an inter-magazine affair. One look at the physique of the haggard challengers from CRASH and TGM and my beating circuits sank. How could this cringeing bunch of misshapen morons ever hope to defeat hump-bellied Houghton or the greasy Welshman, Maff?



▲ **Will this mound of lard win through? or will his weight hold him back? Tune in on page 154**

▼ The concentration on the greasy Evans' face as he launches into yet another prattish practice game of *Menace* is directly proportional to his lack of skill as a Challenger



As they arrive I wrench each challenger by the arm and force him to introduce himself. From the resulting screeching noises, I manage to make out: Robin Hogg (TGM), Nick Roberts (CRASH), Phil King (CRASH) and Robin Candy (TGM). I decide that the victorious faces of Houghton and Evans have been haunting my Vortex trips for far too long. A pad of chloroform over the mouth of each should slow them down a bit. I reach out to grab them but aargh! Defeat! My arms are just too short to make it around Gordon's massive midriff and as I reach out for Maff, I realise the oily coating on his outer skin is there for more than just effect – my hand cannot get a grip and the pad of chloroform slides off. I contemplate smashing Phil headfirst into the nearest monitor instead but manage to regain my sanity circuits just in time.

A quick snort of Persil and I'm relaxed enough to peruse the list of chosen games: Psyclapse's *Menace* (Amiga), Thalamus' *Hunter's Moon* (C64), *Thunderblade* (Sega), Ocean's *Matchday II* (Spectrum), Hewson's *Cybernoid* (Spectrum) and Players' *Atron 5000* (Amiga). I extract a little enjoyment from watching the players squabble endlessly about the rules (the pseudo-Scouser, I rejoice to see, gets a bloody nose) before stepping in on their behalf. A quick cuff round the ear with my chromium gauntlet and they're squirming to go. On each game, except *Atron* and *Matchday* every challenger has ten minutes to get his highest score. These other two are organised into three matches. After that the three winners and the three losers play each other in a round-robin contest. Blubber-mountain Houghton starts to slobber a complaint but a forcibly administered dose of Domestos swiftly shuts him up. He staggers from the room in pursuit of the contents of his stomach and misses his opportunity to have first go. ZZAP! team 0 – Scorelord 1. Hur Hur!

I attempt to nab Maff with my newly serviced telescopic arm, but my fingers get caught inadvertently in the circuits of TGM's Nintendo and in the resulting confusion, mentally decrepit Maff takes his place in the foul-mouthed scrap; as the temperature rises, he begins to play his chosen game, *Menace*. His confident look as he leers at me from behind the Amiga, suggests that he thinks he's already won. My electric synapses go into overdrive as I dream up a plan to put him off. Having pinned shirty Richard Eddy and the bespectacled Robin Candy up against the wall, I impart my masterplan . . .

Moments later, the gormless trendies, clad in skin-tight lycra underpants, rush into the room bearing pom poms, towels, and motorhorns. Their raucous rendition of a cheerleader's song is music to my ears but heralds death for the wimp from Flint. A roar from the next room – Robin Hogg has amassed a particularly massive score on *Thunderblade* (that Persil pep-me-up I gave him obviously worked) – distracts the lousy Celtic leek into another mistake. He misses vital booster cannon and is left to face the final mother-alien with nothing but a pea-shooter weapon to his name. As his ten minutes come to an end he's clocked up 119,740. I congratulate myself on the ingenuity of my tactics and sit back to watch the ensuing competitors wipe the floor with the moronically backward Maff.

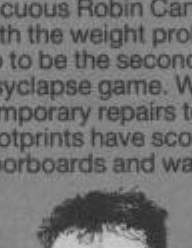
A stiff dram of Lenor helps me to sail through the castrating contortions of the walking zombie Phil and the flamboyant but totally vacuous Robin Candy. The man with the weight problem lumbers up to be the second player of the Psyclapse game. We make temporary repairs to the holes his footprints have scored in the floorboards and watch the beads



Name: **Nick Roberts**
Magazine: **CRASH**
Age: **16**
Weight: **a lot.**
Height: **not much.**
Favourite games: **'*Cybernoid* and I can't think of anything else.'**
Hobbies: **Being a DJ, beetle collecting, eating pizzas.**
Chosen game: ***Cybernoid***



Name: **Phil King**
Magazine: **Playboy**
Age: **74**
Weight: **5lbs 6oz**
Height: **7 ft**
Favourite games: **'*Matchday II* and er . . . er . . . well . . . can I ask my mum?'**
Hobbies: **Underwater snooker, RPGs, playing football with his pet sheep.**
Chosen game: ***Matchday II.***



Name: **Robin Candy**
Magazine: **TGM**
Age: **2003**
Weight: **medium**
Height: **tallish**
Favourite games: ***Star Wars, The Empire Strikes Back.***
Hobbies: **designing games, music.**
Chosen game: ***Thunderblade***

▶



Name: **Robin Hogg**
Magazine: **TGM**
Age: **20**
Weight: **I can't afford the 10p for the weighing machine.**
Height: **pass**
Favourite games: ***Afterburner* (coin-op), *Project Stealth Fighter* (IBM)**
Hobbies: **mending my car, archery, winning the reviewers challenge, aviation, *Predator* the movie, Selina Scott.**
Chosen game: ***Atron 5000.***

of perspiration on his brow. Encumbered by his usual excess of cellulite, the elephantine being slowly begins to amass a reasonably high score.

I scribble a note, tie it around Phil's neck and ask him to fetch. Moments later he returns with a stuffed roast chicken. The slobber running down Houghton's chin signals his flagging concentration. Driven by the needs of his adipose tissue, he shouts out 'Give me that there chicken' and promptly loses his remaining shield. Roly-poly's final score of 102,490 is respectable but not good enough to win.

It takes Gordon approximately ten minutes to devour the foul-smelling bird – in the meantime, Robin Hogg, also Welsh, though not so greasy, has pipped Maff's score. He finally comes out top with 126,390 – I retire to my ship and crack open a vintage bottle of Jeyes to celebrate.

▼ Happy people smiling happily – TGM's Robin Hogg flaunts his mid-match confidence as Paul 'why aye man' Glancey grins inanely in the background like a ripe banana



Distant shouts from the buildings below awake me from pleasant dreams of blood. In my absence podgy Nick Roberts, the man with the iron waist, has clocked up an unbeatable score on *Cybernoid* – 67,752. Jerking temporarily into action, Phil puts up an unbelievable spurt and almost matches Nick, before subsiding into a vapid stupor again. My joints begin to loosen as I observe Robin Candy being punished severely for his big-headedness. Cheerleading obviously didn't agree with him – his highest score is hardly worth mentioning: a miserable 6,440. As Houghton breaks the hot-seat my spirits are low. I give myself a brisk rub down with a pad of brillo and feel myself cool down. Houghton manages nothing more than a measly 11,800 and once the chair has been replaced, Maff, who's looking pleasingly depressed, notches up no more than 10,900 points.

I hardly have time to congratulate myself before I realise that the same ritual slaughter is being enacted in *Thunderblade*. As he wipes his face and slicks back his hair with the excess grease, the weedy welshman doesn't even

MENACE
Amiga

Menace sounds a bit like tennis but it's got an M at the front (Christmas cracker facts no: 165). Hic. Er . . . it's also a very impressive shoot 'em (see this month's review) up with extremely impressive designer graphics. And you know what all shoot 'em ups are about, don't you? Go on, give me an answer, or Father Christmas won't bring you any gingerbread. Yeah, yeah, stop stuffing your mouth with mince pies . . . Right! Aliens. Very good. This particular variety of little green man has taken over the artificial planet Draconia and is using it as a base for piracy and all sorts of other unmentionably nasty things.

Unless you wipe the villains off the face of Draconia and destroy the planet into the bargain as well, you won't get any Christmas pressies. And you don't want that, do you?



CYBERNOID
Spectrum

The federation is under attack! And guess who the first person they think of is? Is it Batman? The Pink Panther? Yoda? Luke Skywalker? Sue Lawley? No, actually. It's you.

Phew! What a relief, eh? Thought you were going to get left out didn't you? Well, you're going to wish you had because you're just one mercenary with just one one or two Cybernoid spaceships to your name. If you blast the pirates to kingdom come *and* manage to avoid the planet's defence systems you might just make it home in time for tea. Unless you're called Nick Roberts it's more than likely that you won't.

The Spectrum version of this graphically excellent shoot 'em up was developed by Raf Cecco and given all sorts of praise from the CRASH team when it first came out. And for once, they got it right.



Name: **Matthew Evans**
Magazine: **ZZAP!**
Age: **12**
Weight: **light**
Height: **look at the reviewers' profile, will you.**
Favourite games: ***Wizball, Starglider 2.***
Hobbies: **synth music, falling down on Saturday nights (wink, wink)**
Chosen game: ***Menace.***



▲ Robin Candy (TGM) attempts to communicate with me



▲ Unsportsmanlike tactics from ex-ZZAP! writer, Richard Eddy, fail to discourage the unassailable pudding, Nick Roberts



Name: **Gordon Houghton**
Magazine: **ZZAP!**
Age: **22**
Weight: **55 stone**
Height: **2 inches**
Favourite games: ***Spindizzy, The Sentinel, Wizball.***
Hobbies: **farting.**
Chosen game: ***Hunter's Moon.***

▼ Mr Spock, William Shatner and Robin Candy – three people who spend a lot of time in outer space



THUNDERBLADE
Sega

You'd be hard-pressed to find a more popular coin-op than *Thunderblade* in the arcades. The Sega console conversion puts you straight in the hot seat of a Blue Thunder style combat helicopter charged with the dangerous mission of wiping out waves of enemy choppers and tanks. Equipped with a standard missile launcher and an almost endless supply of bombs you fly your way through sections of alternating 2D and 3D landscapes.

Of course the bit that everybody's raving about is the 3D part. Copters hurtle towards you firing explosive fireballs and doing their level best to run you into the ground. Unless you work out the perspective pretty damn quick your state-of-the-art helicopter is going to turn into one of those not-very-state-of-the-art cube shapes on a city scrap heap. Not only that, the enemy will have taken over the world – and you won't be able to do a thing about it. Aaah! What a shame!

HUNTER'S MOON
C64

One of Gordo's favourite games and an entry in the ZZAP! top 20 all-time charts *Hunter's Moon* is one of those really excellent games that never got the recognition it deserved. A brilliant combination of shoot 'em up and strategy, it deals with the plight of the starship Hunter as it attempts to blast its way through the cellular hives of an alien system and find its way back home. The ship's aim is to collect a series of flashing cells hidden within the depths of several star systems. Collect them all and you move on to the next. Fail or explode and you have to start all over again.

The Hunter's progress is distinguished by some really unusual sound effects. As the ship moves around it seems to be murmuring encouragement to itself . . . and I bet you've never heard of a spaceship that talks?

make it beyond the second level and comes last with 116,000. The resident mound of Blackburnian blubber fares only a little better. His score of 124,000 rates as nothing to Robin Hogg's winning 817,000. I am beginning to enjoy myself now and send out for some Izal toilet blocks.

As they begin *Hunter's Moon* I feel assured that victory is in the bag. The flagging performances of the psychologically crippled ZZAP! team are unlikely to amount to much. At this point Evans attempts an underhand tactic. As he moves towards the monitor he shakes his head, as if depressed, and sprays

▼ **Totally oblivious to the world in general, and completely unaware of the cosmic importance of the inter-magazine Challenge – Kati Hamza**



▼ **Olly Flint creature Evans and the scatterbrained Hamza creature attempt to join minds and create a highscore. Their plan fails**



everyone else with grease. I am glad to see that this has little effect on his own performance (a mediocre 15,825) but, to my utter chagrin, it seems to put off the rest. Phil plays with his eyes closes and amasses only 8,000 points.

Robin Candy and Nick, distressed at the damage caused by their sudden spraying are too concerned with their image to look at the screen. I rejoice to see that tribal welshmen are never disconcerted by oil – Robin Hogg comes second with 20,100 points, a thoroughly reputable score. Unfortunately, the Welsh choir especially hired by Robin to put Gordon off never materialises and lard-ass bumbles into the lead with 46,275. Disaster! I was sure we had won.

I fumble for my bottle of Ajax but finding it strangely misplaced make do with a much less desirable squirt of Mr Sheen. There's no time to search for further sustenance. After four games, Robin Hogg and Nick Roberts have narrowly taken the lead with 21 and 17 points respectively. I clench my fist and determine that Houghton and Evans WILL NOT WIN.

As they begin *Atron 5000*, Robin Hogg continues to notch up points. The welsh weakling's judicious use of walls and speed-ups astounds Houghton into losing several of his first lives. Half-way through, the balance seems to tilt in favour of hefty Houghton but I move his chair in imitation of a vehicle moving at high speed along the track. As he exclaims 'this is almost as fun as playing on an arcade machine', he loses track of his whereabouts and crashes straight into the nearest wall. Robin the Hogg permits himself a manic cackle and eats a daffodil to celebrate.

Moments later I take a sip of Fairy Liquid in anticipation of Maff's similar defeat by Phil. I persuade Robin Candy and Nick to shake the sleepy sheep-lover every time he shows signs of falling asleep but even this drastic treatment is insufficiently vigorous to help him put on more than a mediocre show. He lets out a piercing snore and drops to the ground just as Maff looks within sight of defeat. To my horror the slimy Scouser manages to use exactly the same tactics to exactly the same effect with the Candy man.

I attempt to distract him by shouting out 'watch out *The Liver Bird*, *Bread* and *The Brothers McGregor*' but to no avail. Candy crumbles and only cheers up when I offer to reward his efforts with another pair of lycra underpants. I still have hopes for the furious clash of the welshmen. As predicted, another injection of anabolic steroids does the trick. Moving faster than any man on earth, the TGM leek comes out substantially more successful and moves on with a decisive individual lead.

Meanwhile, the fat man has

ATRON 5000
Amiga

Put away those tartan slippers your Gran gave you, smash that bright purple piggy-bank from your Auntie Flo and get into your biking gear. This is your chance to pretend that you're two amazingly successful people all in one: the star of a dead successful Disney film *and* a motorbike (whoops! I mean light-wheel) racer.

Yup, just like in the movie *Tron* you've got to manoeuvre your bike round several different arenas trying to force your opponent into a position where he has to crash into an obstacle or the wall left by your vapour trails. To make the whole thing a lot more difficult (and believe us, it's difficult), you can pick up icons which build walls immediately in front of your opponent, speed him up or force him temporarily out of control. Survive all that and you're a hero. Beat everyone else in sight and your name's Robin Hogg.

MATCHDAY II
Spectrum

If you've never heard of Matchday II you probably haven't been born. And if you haven't been born what the hell are you doing reading this magazine? Get back to wherever you've come from, and straight away. Go on! No peeking.

Right, now we've got rid of the imposters let's get on with the description of the game.

Well . . . er . . . how shall we put it? It's football, innit? One or two players sweat it out on scrolling pitch. You can do all sorts of fancy things like change the colour of your pitch, choose defensive tactics, pick a computer-controlled goalkeeper or just alter the shading of your strip.

It was written by John Ritman – who designed the original blockbuster, (*Matchday*) – and was awarded a CRASH Smash. The original didn't get one 'cos they're a dead stingy lot next door in CRASH (who wouldn't be with an editor like that?)

Oh yeah, there's one other thing about this game – Phil King is very good at it.

▶

been playing steadily behind my back. While I stepped out to restock on detergents, he defeated both Phil and Nick in swift succession. I take a look at my records and discover that this totally undeserving success has placed the ZZAP! perverts into second and third place individually. I feel beads of electrolyte appearing on my brow. Surely all my efforts so far have not been in vain . . .



▲ The greasy Evans (inhaling a sense-enhancing drug) and the sheep-loving Phil King battle it out in a joust of *Atron 5000*

HOW THEY SCORED	GORDON HOUGHTON	NICK ROBERTS	ROBIN CANDY	ROBIN HOGG	PHIL KING	MAFF EVANS
MENACE	102490	102,940	101,090	126,390	33,300	119,740
CYBERNOID	11,800	67,752	6,440	32,670	63,157	10,900
THUNDERBLADE	124,000	713,000	774,000	817,000	133,000	116,000
HUNTER'S MOON	46,275	11,200	9,875	20,100	8,000	15,825
ATRON 5000	LOST 1, WON 2	LOST 2, WON 1	WON 1, LOST 2	WON 3	LOST 3	WON 2, LOST 1
MATCHDAY II	LOST 1, WON 2	LOST 3	WON 1, LOST 2	WON 2, LOST 1	WON 3	LOST 2, WON 1

All my hopes now rest on *Matchday II*. As Gordon prepares to take on Phil I resort to plan B. I throw a canister of nerve gas into the room and wait. Strangely the effect of this is to wake Phil from his usual slumber while slowing down the reflexes of ZZAP!'s mealy-mouthed mammoth to practically zilch. Phil leaps into action shouting ''ere we go, 'ere we go, 'ere we go' and 'beat them Blackburn b*****ds' at the top of his voice. The final score: Phil 6 – Gordon 0. Cursing my lack of foresight at having packed only one canister of gas, I have no choice but to settle down and watch the outcome with nothing but a glass of Ariel liquid in my hand.

To my horror the walking butter mountain manages to shake off the effects of the nerve gas by some supreme effort of flabby will and beats both Nick (clash of the Newsfield puddings) and Maff (who's already been beaten once by Candy) by one goal. Phil's still on a winning spree and Welshman Hogg – my chosen champion – slips into second place. My hopes of a wipeout are receding. Roberts performs terribly and Candy manages a fairly creditable performance but Evans still comes out the victor in one match. As the final scores are added I reach for the Vortex and feel my circuits humming to an ominous sense of doom.

I attempt to conceal the results and alter them to what they should have been but the effects of the Vortex haven't worn off and I grasp hold of dough-belly instead. Taking advantage of my temporary lack of coordination, fatty slips the results to Evans who reads them out. Robin Hogg is the overall winner. I offer him a traineeship as Scorelord watchman and the honour overwhelms him to the point of tears – he's forced to leave the room. The Scorelord's honour is saved.

There is the small matter of the team competition. Due to some unprecedented lack of concentration on the part of the opposition, the disgustingly ugly ZZAP! team made it to the top. I depart with a supply of extra strong Vortex to wait until this nauseous season of human festivity is over. I return in the new year and will be avenged.

▼ Tension begins to mount Mrs Tension – as the delirious and pained expressions on Robin Hogg's face and Fat Man's greasy chops betray





▼ The ZZAP! team wreak revenge on each other – using Ken the Fish as a weapon!



THE POINTS	GH	NR	RC	RH	PK	ME
MENACE	3	4	2	6	1	5
CYBERNOID	3	6	1	4	5	2
THUNDERBLADE	2	4	5	6	3	1
HUNTER'S MOON	6	3	2	5	1	4
ATRON 5000	3	2	4	6	1	5
MATCHDAY II	3	1	4	5	6	2
FINAL SCORE	20	20	18	32	17	19

▼ The disgusting flab-funnel Houghton sets Ken loose on Maff – and the two destroy each other in a blaze of anger and bitter recrimination



THE FINAL RESULTS

INDIVIDUAL COMPETITION

1st ROBIN HOGG
Joint 2nd GORDON HOUGHTON, NICK ROBERTS
4th MAFF EVANS
5th ROBIN CANDY
6th PHIL KING

TEAM COMPETITION

Joint 1st ZZAP!, TGM
3rd CRASH



720° (US Gold)
646,050 Phillip Davies, Pencoed, Mid Glam
550,490 Daniel Briggs, Torrensville, S Australia
467,650 Lawson Davies, Pencoed, M Glam

ALIEN SYNDROME (Ace)
223,610 D Emmins, Stratford, London E15
134,300 Mike Thomas, Caerphilly, Mid Glam
111,100 Matthew Upton, Emley Castle, Worcs

ARKANOID II – REVENGE OF DOH (Imagine)
254,760 Robert Pascoe, Truro, Cornwall
247,550 Bret Crossley, Leeds, W Yorks
174,170 J Cripps, Peterborough, Cambs

BARBARIAN (Palace Software)
452,200 Martin Kelsey, Dore, Sheffield
334,500 Kriss, Northolt, Middx
298,600 Mark Woodison, Feltham, Middx

BATTLE VALLEY (Rack-It)
1,986,700 Marc Spence, Leeds, W Yorks
1,949,000 Darren Brookes, Long Eaton, Notts
1,931,350 Richard Leadbetter, Witham, Essex

BEAT IT (Mastertronic)
913,510 Dean James, W Bromwich, W Mids
792,665 Alan Smith, Peckham, London
778,535 Stuart Scattergood, Deeside, Clwyd

BIONIC COMMANDO (Go)
1,120,420 James Kent, Ware, Herts
1,091,790 Paul Evison, Buxton, Derbys
1,089,950 Babak Fakhamzadeh, Delft, Holland

BUBBLE BOBBLE (Firebird)
8,692,430 Richard Pembridge, Wirral, Merseyside
8,215,420 Simon Bettison, Sheffield, S Yorks
8,120,740 Heather Bettison, Sheffield, S Yorks

BUGGY BOY (Elite)
149,640 Robert Pascoe, Truro, Cornwall
124,690 Jonothan Dood, Parklands, Northampton
122,600 James Harris, New Cross, London

COMBAT SCHOOL (Ocean)
325,980 Mark (The Carcus), Swindon, Wilts
306,090 Paul Exton, Greenmount, Lancs
304,020 Nick Frere, Doncaster, S Yorks

COSMIC CAUSEWAY (Gremlin Graphics)
887,460 Gavan Flower, Werribee, Australia
601,249 Matthew Holdaway, Coulsdon, Surrey
550,673 Ian Kay, Enfield, Middx

CYBERNOID (Hewson)
124,800 Babak Fakhamzadeh, Delft, Holland
97,365 Andreas Panopoulos, Athens, Greece
63,975 Jason Goodchild, Tattershall, Lincs

DARK SIDE (Incentive)
3,608,450 Justin Moy, Crawley, Sussex
3,172,550 Jason Goodchild, Tattershall, Lincs
1,747,700 Graham Scutt, Horsham, Sussex

DRILLER (Incentive)
3,498,450 Ged Keaveney, Huddersfield, W Yorks
3,226,070 Kudly Bix, York, N Yorks
2,063,760 Daniel Fisher, Chesterfield, Derbys

GAUNTLET II (US Gold)
Thor
12,761,453 Ged Keaveney, Huddersfield, W Yorks
11,304,249 Dean Thomas, Machynlleth, Powys
10,100,476 Martin Lear, Huddersfield, W Yorks

Merlin
24,863,449 Ged Keaveney, Huddersfield, W Yorks
19,201,100 Martin Lear, Huddersfield, W Yorks
13,783,472 Adam Ruckwood, Halesowen, W Mids

Thyra
32,860,112 Mark Crossthwaite, Stockport, Cheshire
11,296,318 Ged Keaveney, Huddersfield, W Yorks
4,202,401 Martin Lear, Huddersfield, W Yorks

Questor
9,817,642 Ged Keaveney, Huddersfield, W Yorks
7,062,517 Martin Lear, Huddersfield, W Yorks
5,127,485 Ioan (Fish), Machynlleth, Powys

GREAT GIANA SISTERS (Go/Rainbow Arts)
74,764 Matthew Phypers, Sunnyhill, Derby
74,172 Babak Fakhamzadeh, Delft, Holland
69,175 Andrew Stephenson, Wakefield, W Yorks

GRYZOR (Ocean)
2,802,200 Richard Lunn, Leeds, W Yorks
1,253,300 Johan Japmaster, Ettingshall Park, Wolverhampton
892,700 David Pocock, S Coydon, Surrey

GUNSHIP (Microprose)
327,670 Paul Köster, Olpe, Germany
315,130 Glenn Archer, Mt Evelyn, Australia
302,390 Paul Griffiths, Llandudno, N Wales

HAWKEYE (Thalamus)
2,090,600 Zap Treeby, Brixham, Devon
1,772,900 Gabriel Leung, Dollis Hill, London NW10
1,050,600 Kamal Ali, Worcs Park, Surrey

HUNTER'S MOON (Thalamus)
618,450 Lee Laurenson, Lerwick, Shetland
472,150 Zsuzui Bettison, Sutton-in-Ashfield, Notts
227,375 Matthew Upton, Elmley Castle, Worcs.

IKARI WARRIORS (Elite)
381,700 Neil Head, Stourbridge, W Mids
356,100 Nick Frere, Doncaster, S Yorks
338,900 Daniel Ody, Harrow, Middx

IMPOSSIBLE MISSION II (US Gold)
104,000 Lee Smith, Southampton, Hampshire
102,800 Phillip Gravett, Whitehaven, Cumbria
92,800 Daren Burke, Romford, Essex

INTERNATIONAL KARATE + (System 3)
484,100 Daniel Carroll, New Malden, Surrey
473,100 Terry Boudram, Colindale, London
441,000 Stephen Cargill, Upminster, Essex

IO (Rainbird)
1,200,170 Jeremy Daalder, Adelaide, S Australia
461,650 Mark Campling, Norwich, Norfolk
393,140 Sir Hans, Ackmaar, Holland

MEGA APOCALYPSE (Martech)
211,730 Peter Clarke, Hartlepool, Cleveland
197,260 Liam Dysrant Harrington Square, London NW1
187,940 Mark Brew, Wokingham, Berks

MORPHEUS (Rainbird)
1,321,485 Richard Pembridge, Wirral, Merseyside
1,266,774 Zap Treeby, Brixham, Devon
1,202,241 Ian Brown, Warners Bay, Australia

NEBULUS (Hewson)
201,240 Matthew Moriarty, Hurst Green, E Sussex
154,400 Michael Garnett, Hatfield, Herts
151,885 Daniel Carroll, New Malden, Surrey

OUT RUN (US Gold)
92,128,800 Mark Crossthwaite, Stockport, Cheshire
87,720,606 Julian Hare, Hampton, Middx
83,246,590 Martin Lear, Huddersfield, W Yorks

PAC-LAND (Quicksilva)
614,990 Jake E, West Bromwich, West Mids
384,950 John Donnelly, Southampton, Hampshire
230,410 Alan Chung, Tavistock, Devon

PLATOON (Ocean)
1,162,100 Liam Dysrant, Harrington Square, London NW1
1,010,650 Jeremy Webb, Blandford, Dorset
1,004,600 Michael Aubert, Exeter, Devon

PROHIBITION (Infogrames)
$30,260 Robert Fascoe, Truro, Cornwall
$26,260 Stuart Wannop, Accrington, Lancs
$22,155 Sebastian Stephen, Victoria, Australia

PROJECT STEALTH FIGHTER (Microprose)
64,500 JK Hugget, Huddersfield, W Yorks
22,790 Jonathan Perkes, Woodford Green, Essex
1,170 Robert Fullerton, Hawkshaw, Lancs

QUEDEX (Thalamus)
1010 Craig Archer, Victoria, Australia
999 Steve Pratt, Leighton Buzzard, Beds
999 Anthony Melarangi, Runcorn, Cheshire

RE-BOUNDER (Gremlin Graphics)
11,250,073 Craig Knight, Keyworth, Notts
2,470,584 Marc Hodge, Selby, N Yorks
2,047,832 Robert Wilson, Oldham, Lancs

ROAD BLASTERS (US Gold)
1,114,090 Mark Taylor, Barry, S Glam
1,064,680 Neil White, Craigtinny, Edinburgh
1,020,900 Daniel Lockey, Bishop Auckland, Co Durham

ROAD RUNNER (US Gold)
3,009,456 RA Alessie, Rotterdam, Holland
1,022,100 Jason Faulkner, Cottesmore, Leics
766,580 Glenn Black, Gainsborough, Lincs

ROLLING THUNDER (US Gold)
749,410 Ioan Pritchard, Powys, Wales
730,520 Kelvin Clegg, Hayle, Cornwall
324,640 Tobias Olafsson, Ockero, Sweden

SALAMANDER (Imagine)
235,015 Lee Ellershaw, Blackpool, Lancs
232,690 Robin Hogg, TGM Towers
232,185 Paul Evison, Buxton, Derbys

SAMURAI WARRIOR (Firebird)
1,827 Wayne Fowler, Basildon, Essex
854 Richard Granville, Heshunt, Herts
732 Neil Head, Stourbridge, W Mids

SKATE ROCK SIMULATOR (Mastertronic)
395,050 Stephen Bambrough, Heaton, Newcastle Upon Tyne
326,380 Brian Hambley, Prescot, Merseyside
294,270 Martin Lear, Huddersfield, W Yorks

SLAMBALL (Americana)
15,943,250 Dean Betts, Edenbridge, Kent
11,078,440 G Leslie, Berwick upon Tweed, Northumberland
9,203,820 Phillip Gravett, Whitehaven, Cumbria

SLAP FIGHT (Imagine)
803,425 Vilya Harvey, Perth, Australia
800,950 Shawn Sutton, Southampton, Hants
586,000 Matthew Viveash, Chinnor, Oxon

SPORE (Mastertronic)
969,100 Neil White, Craigentinny, Edinburgh
955,460 Terry Redfern, Buxton, Derbys
947,875 Matthew Cundy, Tavistock, Devon

STAR PAWS (Software Projects)
647,226 Matthew Smith, Warrington, Cheshire
641,592 K Daniels, Northolt, Middx
624,567 G Woodhouse, Barrow-in-Furness, Cumbria

TARGET RENEGADE (Imagine)
436,700 Bret Crossley, Leeds, W Yorks
426,700 Neil Maudling, Whitehaven, Cumbria
340,900 Daniel Carroll, New Malden, Surrey

TETRIS (Mirrorsoft)
78,986 Stuart Scattergood, Deeside, Clwyd
40,455 Joan Tillotson, Halifax, W Yorks
28,820 Michael Reineke, Lüdinghausen, W Germany

THING BOUNCES BACK (Gremlin Graphics)
3,769,925 Alan Wescombe, Swindon, Wilts
2,053,532 William Callaghan, Tipton, W Mids
1,877,555 Casey Gallacher, Swallowfield

THUNDERCATS (Elite)
2,640,600 Steven Alexander, Cullybackey, Ballymena
2,566,922 Martin Leer, Huddersfield, W Yorks
1,450,700 Matthew Smith, Warrington, Cheshire

TOY BIZARRE (Activision)
545,850 Bjorn Halen, Paipis, Finland
329,550 Anil Khedun, Tottenham, London
275,720 Michael Sharpe, Peterborough, Cambs

TRAZ (Cascade)
274,775 Simon Pile and Richard Maccall, Yatton, Bristol
176,470 John Glynn, Newcastle, Staffs
60,000 Steve Lee, Guildford, Surrey

URIDIUM + (Hewson)
575,005 Tim Goldee, No Fixed Abode
478,025 Neville Lewis, Port Talbot, S Wales
335,350 Wessel Joubert, Belfast, RSA

ZENJI (Firebird)
66,250 Mark Crossthwaite, Stockport, Cheshire
40,225 Mike Gillings, Portsmouth, Hants
33,150 Owen Gorman, Cas Hebbyney, Co Monaghan

ZOLYX (Firebird)
605,681 Edward Yu, Raynes Park, London
524,318 Rob Housley, Thamesmead, London
377,413 M Blaser, Cheadle, Cheshire

ZYBEX (Zeppelin)
445,150 Ged Keaveney, Huddersfield, W Yorks
398,950 Steve Lee, Guidford, Surrey
397,950 Marios Stylianides, London, SW16

ZYNAPS (Hewson)
398,850 Steve Lee, Guildford, Surrey
272,900 Neil Burton, Torquay, Devon
248,500 Torban Bennett, Freemantle, Australia

CLASSIC COMPUTER Cock Ups

PART TWO

DATELINE: Norwich, England, May 1988

British Telecom laboratories at Martlesham Heath develop the first working automatic English-to-Japanese computerised translation telephone. When the machine recognises the spoken English input it flashes up the phrase on a screen, and if the caller is satisfied with the translation the message is automatically translated into Japanese at the other end.

Meanwhile the Ministry of International Trade and Industry in Tokyo backs the Hicats system from Hitachi, with a vocabulary of 50,000 words, to translate Japanese into English. Messages are passed with great success, including the simple 'Please arrange for your courier to meet one member of the press-corps arriving on next flight.' A suitably sombre Japanese representative is despatched to the airport carrying a small refrigerated box in which to place the vital organ of the deceased.



DATELINE: Welwyn Garden City, England, January 1986

The Asda Hypermarket is proud of its total conversion to computerised barcode check-outs. At 6.30 on Friday night, half of the automatic tills go right down and queues begin to build right up. By 8.00pm all the automatic check-outs have broken down, but nobody on the staff can remember how to operate a manual system – besides, most of the goods don't have prices stamped on them any more, and the staff can't remember what anything costs. Management politely asks its customers to leave the store and go home, but the angry crowd refuses – after all, they've been queueing for hours and they ain't got any food for the week-end. After a modest riot, the police are called to evict hungry, angry customers. The cause of the breakdown is a mystery, but may have something to do with a 'failsafe foolproof unit' built into the system.

DATELINE: Freetown, Sierra Leone, August 1988

Mr Hassan Gbassay Kanu, the Finance Minister of Sierra Leone, regrets his decision to install a computerised payroll system for civil servants, in order to stamp out corruption and fraud. According to the records, more employees are being paid in the Finance Ministry by automated payroll computer than there are in the whole of the Civil Service. One hundred trusted staff have been arrested so far.

DATELINE: New York, USA, 1987

Dr. Harold Joseph Highland, editor-in-chief of *Computers and Security* is giving a demonstration at the annual PC Expo. His subject is 'Data Threats and Security in a Microcomputer Environment.' During his lecture, he uses a standard IBM PC linked up to a large display unit to unforeseen effect. Not only does the machine get infected, but when he tries to reboot it the entire system locks up and irreplaceable data is wiped from the hard disk.

DATELINE: London, England, February 1987

The embryonic National Police Computer is designed to keep tabs on the Nation's villains. This it does. It also provides lists of crooks and sells the lists to gaming clubs so that the villains can be enticed by the copper's chums to gamble away their loot in luxurious surroundings.

DATELINE: Dusseldorf West Germany, July 1982

The third largest direct mail company in the Rhineland installs a computerised addressing package, and hits the button to offer 900 selected Dusseldorfers a special offer on private health insurance. Unfortunately, after booting up, the demo disc decides to take priority over the direct mailing list, and 900 copies of the same document are sent to the same address, marked for the attention of 'Marlene Dietrich and Mickey Maus'.

DATELINE: Etampes, France, November 1979

Three men in jeans and leather jackets are driving a Peugeot on Route 20 at 10pm. They stop for petrol. The garage attendant is suspicious of the home-made numberplate 3383FM13, and phones the cops to report a 'suspicious car'. The Etampes police computer confirms that 3383FM13 is a stolen vehicle, and the goon squad sets off in pursuit. They intercept the men and manage to shoot Monsieur Claude Francois directly between the eyes with a .357 Magnum. The cop is not arrested, because the police computer told him that Francois was a criminal. Unfortunately 3383FM13 was stolen in 1976, and Francois bought it legally ten days before he was shot.

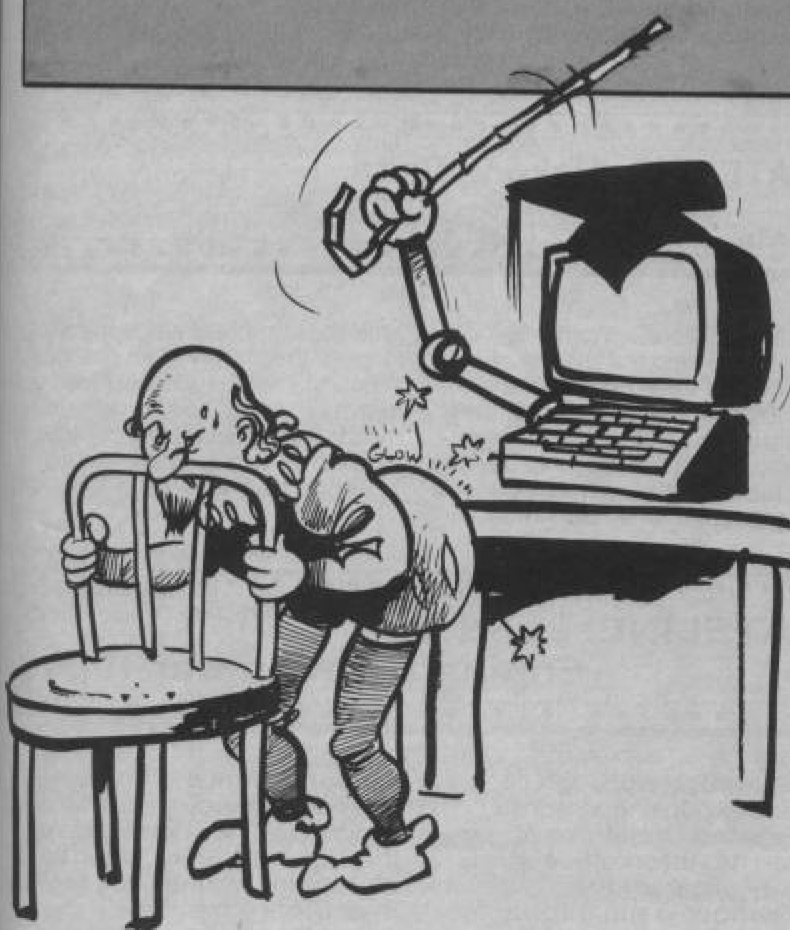
DATELINE: Montpellier, France, 1978

The municipal postal authority decides to install a computer in Montpellier central post office, to ease staff work load, and reduce tension. Soon afterwards the postal inspector is removed to a secure psychiatric unit for observation, suffering from 'cyberphobia'. Believing that the computer was trying to steel his job, he entered the computer room armed with an automatic pistol, and 'killed' the machine.



DATELINE: New York, USA, July 1988

Academics introduce a 'critical computer' for use in analysing and passing judgement on students' literary efforts. It is called the Scriptchecker. On being fed the literary works of one hopeful candidate, Scriptchecker dismisses the input as 'piffle'. The student is a Mr William Shakespeare of Stratford upon Avon, England.



DATELINE: Paris, France, 1961

An IBM-650 is installed at the Paris Observatory, which used to be the stables of the King's mistress. It is to be used to predict the orbits of artificial satellites, based on previous orbits. The system works perfectly except for two minor details: 1) the satellites orbit Earth once every 90 minutes – unfortunately the IBM-650 still uses obsolete punch-card data and takes two hours to predict the next orbit – and 2) the boffins are using a program based on the Solar System, wherein the Earth is recognised by the computer as a single point in space based on the centre of the planet. The net result of this is that when each prediction is printed out half an hour later than the actual event, the satellite is shown as two hundred miles from the centre of the planet, which puts it way inside the Earth.

DATELINE: Moscow, USSR, August 1988

Comrade Sagdeyev, head of the Soviet Space Research Institute announces the most expensive single keystroke cock-up in the history of computing. In hitting the wrong key, a ground control operator of the Martian probe Phobos-1 has frozen all computerised activities and rendered the space craft 'worthless'. Soviet Mission Control will never be able to communicate with it again, let alone control its visit to Mars and its moons, which is a bit of a pity as it is the most expensive single lump of hardware ever launched into space. Two unfortunate programmers are now being questioned: the one who pressed the wrong button, and the other who was supposed to check every keystroke but spent too long in the toilet.

DATELINE: Washington DC, USA, December 1986

The producers of a stage play proudly install the latest computer-controlled lighting and scenery gear. On the first night the lighting rig decides to change night into day and put on a spontaneous psychedelic strobe show, so the computer programmers are called in, and all is declared well. During the second performance, the revolving stage holds the entire cast hostage and refuses to release them. The play's title? *Les Miserables*!

DATELINE: Unknown, USA, 1962

At today's meeting of the Research and Development Executive of the IBM corporation, a new concept is offered. IBM turn down the option of investing in and gaining control of a struggling venture with an untested concept, as having no commercial potential. It is called the Xerox photocopier. Ho hum.

DATELINE: Mission Control, NASA, USA, 1972

The Pioneer deep-spacecraft carries the first interstellar message into space engraved on the famous 'F-Plaque'. The world's most advanced computers guide Pioneer out of the Solar System on its way to make contact with aliens, and the F-Plaque carries diagrams of our Sun and its planets, some geometric constants and a full frontal engraving of a naked human male and a naked human female. Presumably the Earth scientists want the aliens to think that human beings reproduce by magic. The human female has no genitals.



DATELINE: Jonestown, USA, November 1979

The president of the USA relies on WIMEX (the Worldwide Computerised Command and Control System) to warn him of an enemy attack at any time in any place. After it broke down in 1976 over one billion dollars has been spent by the Pentagon to make it 'foolproof'. Members of a bizarre cult at the People's Temple in Jonestown decide to commit mass suicide, one of the people slain is Representative Leo Ryan, a vital cog in the WIMEX machine. For more than one hour the Joint Chiefs of Staff of the USA are unable to make contact with their emergency crisis team, and when they are reconnected WIMEX assumes that they are intruders and denies them access to one another.

DATELINE: Washington, USA, November 1980

A new Force Administration Data System is installed at the main telephone exchange to monitor the movements of works, and to make them more efficient. Before long everyone gets a neat little computer printout each morning listing their individual break times and lunch times, based on the computer's predictions of people-traffic for that day. Service representative Jean Miller reports that 'morning break comes 15 minutes after the start of the working day, and nobody told the computer about having to go to the bathroom, so we have to find someone to pretend to be us when we take a leak, otherwise the machine rings an alarm bell thinking we've been abducted!'

DATELINE: Washington, USA, 1957

The Pentagon commissions the latest computerised spy system to intercept and translate Russian documents, so they can keep ahead in the Cold War. The cost is astronomic. As the financial commitments increase, the US Air Force budget is taken over, and the first huge batch of documents is spewed out by the machines. They consist of half a ton of articles by the RAND Corporation that the Russians have translated from English in their efforts to emulate the West.

DATELINE: Mekong Delta, Vietnam, 1966

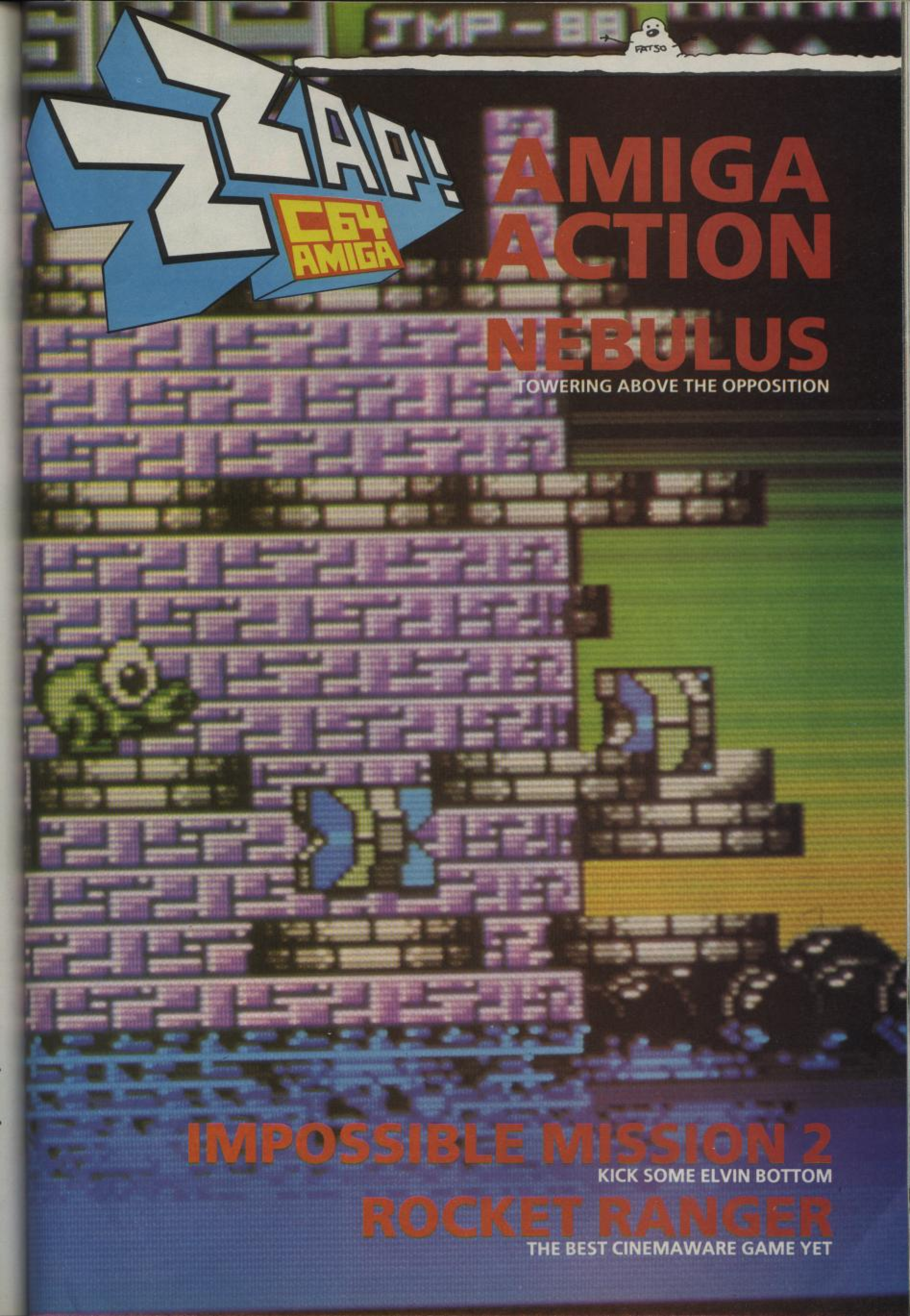
The Task Force Computer is installed to help the US war effort at a cost of three billion dollars. Bombs and chemical weapons are dropped on non existent targets, plastic bullets are fired into trees and radio controlled mines blow up large areas of empty ground after the computer electronically targets 'the enemy' with chemical sensors. The Vietcong succeed in reprogramming the data gathering machines seeded throughout the jungle by a very simple method. They piss on them.

DATELINE: London, England, December 1984

The London Borough of Brent experiences some unwanted Christmas cheer when its Acton office's salary program for November is run through an IBM 30/83 along with the December program and everyone gets paid twice. Four thousand council workers are delighted to receive this unexpected seasonal bonus. The cock-up is only discovered after all the money has been cleared through the banks, when the authorities politely ask for their money back. As it is illegal to debit a customer's account without their permission, 25% of council employees tell their local authority to get stuffed. Net loss: £500,000.

DATELINE: Los Paseos, California, USA, January 1983

The automated safety check program fails at the Fairchild Semiconductor plant. Trichloroethene from the silicon chip manufacturing process leaks into the local water supply, resulting in death, abortion, miscarriage, cancer and heart anomalies in new born babies. Fifteen million dollars is spent on a new protection system, which also fails. Today the Fairchild Semiconductor factory stands empty.


ZZAP!
C64 AMIGA
AMIGA ACTION
NEBULUS
TOWERING ABOVE THE OPPOSITION
IMPOSSIBLE MISSION 2
KICK SOME ELVIN BOTTOM
ROCKET RANGER
THE BEST CINEMAWARE GAME YET

GYPSY ROSE EVANS LOOKS INTO THE AMIGA FUTURE

(AND FORESEES THE SHAPE OF THINGS TO COME ON OUR FAVOURITE 16-BIT MACHINE)





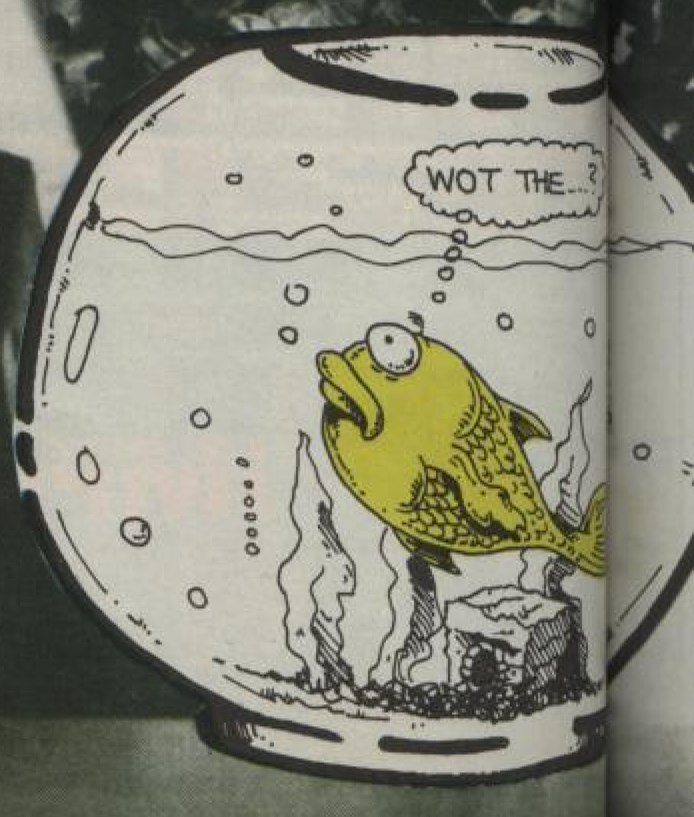
GHOSTS 'N' GOBLINS (Elite)

Hands up all of you that thought this was a really great game on the 64. One . . . two . . . no, it's no good I just can't see you from here. But if I could, I've no doubt there would be a veritable sea of hands waving up and down the country. Well the good news for all you Amiga owners is . . . it's being converted to the 16-bit machines! Yaaaaaay! No need for you to feel left out just 'cos the 64 version is now on budget. The bad news is that you'll have to wait until the new year to see it for yourself. That's all I can tell you for the moment as my crystal ball is beginning to cloud over. More news 'as and when . . .' (Cor! Good phrase that innit? *Well* Journo!)



FRIGHT NIGHT (Microdeal)

I really liked the film *Fright Night*, so I hope that the home computer version lives up to the strength of the film. You play the part of vampire Jerry Danc'idge, who must 'vampirise' everyone who ventures into the house before 6am, otherwise the pesky kids from next door will come and poke a lump of wood into your heart (ow!). The programming is by Steve Bak (making a change from shoot 'em ups) with graphics by Pete Lyon. A copy of *Fright Night* will set you back £19.95. Coming soon to a cinema near you . . . er, no. That's not right . . .





PAPERBOY (Elite)

Stap me vitals! Another Elite game for preview, and another arcade conversion to boot! This time it's *Paperboy*, another game that wasn't implemented too well on the good ol' 64. Still, here we have the opportunity to give Elite another chance, as they convert the game to the Amiga. Some of you may have seen a demo of the game at this year's PC show and those that didn't . . . well I have it on good authority . . . um . . . weeeeellll . . . average authority . . . OK, from Paul and Gordon that the game looks 'really good'. My crystal ball's not tuned into the right frequency for this, so . . . um . . . that's all I can say really.



IRON LORD (UBI Soft)

'Inne ye goode olde oldenne dayes, whenne Knightes were bolde and Damselles were . . . PHWOAR!' But seriously folkes, sorry – *folks*, in this game from French software house UBI Soft, you are transported back to medieval tymes, no times, *times* (I must stop this!), where you play the part of a prince, recently returned from the crusades to find that your father has been deposed and succeeded by your ruthless uncle. You must travel the lands proving your birthright by means of cunning strategy and tough swordsmanship. The game should be available by the time you read this, as the release date is set at October 15th.



SUPERMAN (Tynesoft)

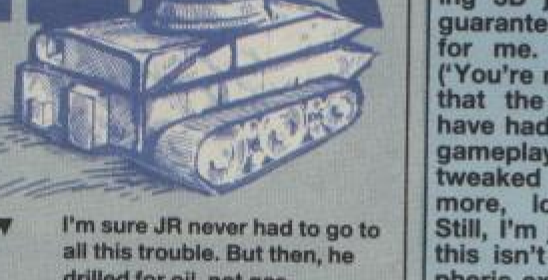
No more need you risk life and limb by jumping off fences and wardrobes with a coat fastened around your neck going 'da da daaaaa – *ooof!*' as you can now play at being *Superman* safely sat in front of your Amiga thanks to Tynesoft. In the game, Superman stars in an adventure spreading to the reaches of outer space. Quite a distance I trust you'll agree! And the price of being endowed with Superpowers? £24.95 to be exact. By the way the game should be available by the time you read this. Must dash now, as the INXS tape has got to the good bit. Altogether now: 'This is *what* you need, this is *what* you need!' Ow! Woo! Hey! Yeh!



SPACE HARRIER (Elite)

Remember the sniggering and disbelief that abounded when a 64 version of *Space Harrier* was announced? Well I certainly do and it turned out that the scepticism was justified. Well, now Elite are converting the program to a machine that has some semblance of the power needed to accommodate this 3D extravaganza. As you can see from the screenshots, the graphics are very clear and colourful and the gameplay . . . oh dear, the crystal is clouding again. Never mind, the game is set for 'Autumn release', so look out for it.

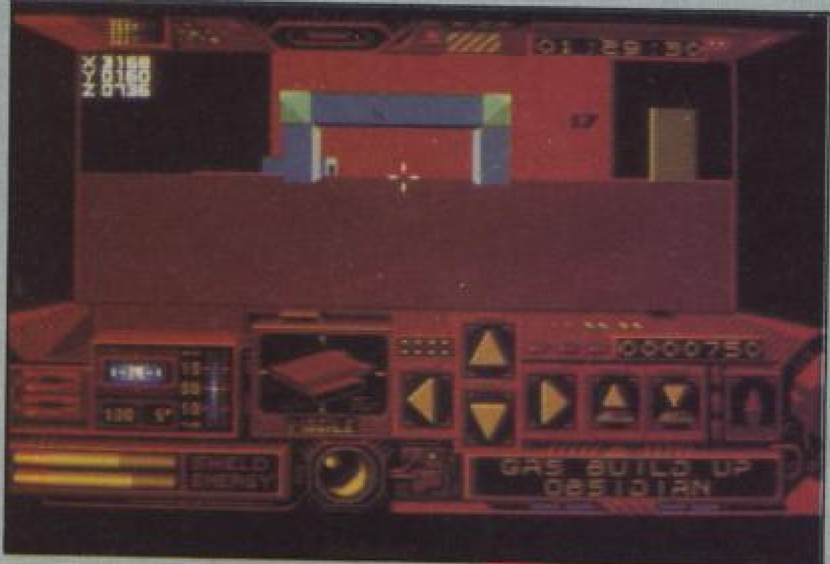
DRILLER



Incentive, £24.95 disk

Let's just jump across the space-time continuum to the distant future when the beauty of Earth is just a memory.

▼ **I'm sure JR never had to go to all this trouble. But then, he drilled for oil, not gas, didn't he?**



The last vestiges of humanity left their dying world to colonise the planet Evath, where their governing bodies invoked a draconian judicial system which produced the Ketars.

Though sounding like something you would combat with nasal spray, the Ketars were criminals banished from Evath to Mitral, one of its two moons. In their struggle to survive, the Ketars began mining for gas, but not having any mining experience, their efforts resulted in the destabilisation of gas pockets which began leaking their explosive contents up to the moon's surface. Realising the



▲ **Just get moving will you – there are dangerous pools of gas down there, you know**

imminent danger, the Ketars decided to secretly evacuate to an uncolonised continent on Evath, leaving their automatic defence systems active.



Well, I'd disagree with Paul and Kati on this one, since I felt that a lot more could have been made of the Amiga conversion. With games like Starglider 2 **around, fast moving 3D just isn't enough to guarantee an instant Sizzler for me. Call me miserable ('You're miserable!'), but I felt that the landscapes should have had more detail and the gameplay could have been tweaked a bit to produce more, long-lasting puzzles. Still, I'm just griping because this isn't the brilliant atmospheric experience the 64 version was (for a start, there was no music on our copy) – lovers of the original should definitely check it out.**

What the Ketars didn't realise was that their misguided mining had left Mitral in imminent danger of exploding as the pressure of escaping gas built up. Of course, this would spell disaster for Evath and anyone living on it – ker-boom!

When the Evath authorities realised the threat they sent one man to Mitral to position drilling platforms over the gas pockets and burn off the gas harmlessly. It's up to you to pilot a probe vehicle around Mitral's 18 sectors using whatever resources and clues you can find in the Ketar structures to locate and vent the gas pockets, while simultaneously avoiding or destroying the moon's automatic defence systems.



Although I was happy to hail the arrival of the original 64 version of Driller **as the best 3D experience since** Mercenary**, the speed problem always put me off playing the game as much as I would have liked to. Now here's the Amiga version, with no such problem – and I just can't stop playing it! It's just so well presented, and although there are a load of keyboard controls, you hardly need bother learning them all because the comfortable icon control system takes care of just about everything you need. The level of detail the programmers have gone into is remarkable – right down to a little VU meter on the control panel and the three switch self-destruct mechanism for aborting the game. My only complaint is that there's no superb soundtrack as there was on the 64 version. Apart from this, I can't see any reason why you shouldn't invest £25 in this.**

▼ **Incentive's Freescape – lots faster than a crippled pig**



Your 3D view of the proceedings is from behind the controls of the probe, the cabin of which can move to adopt a wide variety of viewing angles. The probe is equipped with an energy shield which absorbs hits from laser defences or collisions with obstacles. This and the probe's energy



▲ **You should see this 3D move!**

supplies are restocked by shooting pyramidal Rubicon crystals which can be found in abandoned store rooms. Cor!

If your shield or energy runs out, the mission comes to an end and you are awarded a score based on any items shot and the accuracy of your drilling.



Anyone who disliked the 64 version because of its lack of speed should definitely take a look at the Amiga Driller**. The amount of possible viewing angles is all the more amazing because of the complexity and variety in the graphics – they may look a bit plain from the screenshots, but they take on a life of their own when moving. I loved the way you could just wander about and explore – there's an incredible feeling of being on a different world . . . the next games in the series should be even better! Until then, ignore our grouchbag editor and add** Driller **to your collection.**

PRESENTATION 95%
Pleasantly packaged with a map model and a 32 page novella/manual. Icon or keyboard control system is very easy to use.

GRAPHICS 89%
Fast and smooth filled-in vector graphic representations of Mitral's architecture.

SOUND 49%
Good sound effects, but sorely misses the 64 version's superb music.

HOOKABILITY 90%
No problems to prevent you becoming thoroughly engrossed.

LASTABILITY 90%
Will have you scratching your head for some time to come.

OVERALL 89%
A superbly presented and totally captivating 3D experience.



ZZAP! COMP

MUNCH, MUNCH, MUNCH . . . BURP!

win a year's supply of Chewits

Aaaargh! There's a great big enormous green thing coming down the street – it's got horrible scales and the most disgusting feet you've ever seen (talk about corns!) Oh no! A tiny blond woman has got between its toes. She's screaming. She's trying to save herself. Some bloke's trying to save her with a fishing rod. He's almost hooked her . . . but no, the overgrown lizard has smashed him into the nearest high-rise ledge. Eeeek! it's coming this way! Quick, I've gotta get away – help, there's a big greeny . . . oh no, it's got me in its arms, I can see the crusted blood in its fingernails, it's trying to put me in its mouth, it's gonna eat me, it's gonna eat me, IT'S GONNA EAaaaaaaaaaaaarrrgghh! . . . '

GOBBLE, GOBBLE, CHEW, C-C-CRUNCH . . . BELCH

Is this sort of way you really want to end? Churning about in the guts of some overgrown chihuahua? No memorial service or party for your friends?

Well, have we got the competition for you. What's the only thing capable of stopping a monster in its tracks? (No, not a sub-machine gun – the bullets just bounce off.) Come on, give us the answer, we haven't got all day, you know . . . Right! A Chewit. If you had one of those, whatever else might go wrong in your life, you'd never get eaten. Oooh and what a surprise, those nice guys and gals at Gremlin have offered to give a year's supply of Chewits (that's one packet a day for 365 days) to 10 people clever enough to do a little job for us.

Why? They're just nice guys and gals, that's all. Well OK, they're nice guys and gals *and* they want you to know all about their up and coming, bonecrunchingly horrible monster game, *Muncher*. No prizes for guessing what it's all about (we don't give our prizes away for nothing here, you know). Just march through all the Japanese towns and cities you can find, stomp on everyone and walk over all the buildings. More fun than putting a fire cracker in your Great Aunt's Christmas pie.

Oh yeah, that little job. We'd like to ask you one simple question.

If the ZZAP! team were a bag of pick 'n' mix sweets, which sweet would each of them be – and why?

Write down the wittiest, funniest, most seasonally amusing reply you can think of and send it off pretty pronto (ie, before Maff's birthday on 12 December) (Sod off, Maff – Ed) to:

MUNCHER CHEWIT OR ELSE COMP, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB

Oh yeah – don't forget your name and address – you might live to regret it.



ONTO PAGE 170!

WALKER'S WAY

By Martin Walker

This month: Thrill to the full time return of program coding. Gasp as the *Citadel* begins to bristle with new developments. Whistle in amazement at the addition of go faster stripes. Wonder why there is so much waffle in the intros . . .



Wednesday 8th September

Here we are on the first day of the latest diary, and already the player bullet firing routines are in – as I said at the end of last month, things are beginning to move quickly, especially now that all my music/sfx commissions have been completed for the time being. At long last there is more colour on screen as the bullets have separately mapped colour information.

Thursday 9th September

The first bullet routine gave a maximum range to each bullet, and in practice this looked rather strange, since firing down a long corridor produced the effect of them all disappearing into another dimension at maximum range. Today the routine was revised to allow each to travel as far as the edges of the screen window – the only slight disadvantage of this method is that unless any bullet hits something there may be a tiny pause after loosing a full volley before the next bullet becomes available to fire again. This can produce, if taken to extremes, the classic super-fast firing in tight situations – but dodge 'em while waiting for bullets so beloved of *Delta* fans everywhere; only if used very cleverly can it be turned into a strategy and not a grumble.

Friday 10th September

Somewhere on screen the score and needed in-game information must be displayed, and the time has come to decide once and for all where this is going to be, as many already existing routines may need to be modified slightly. I'm not using 'sprites in the border' tricks this time for various reasons, so it means losing several lines of characters either at the top or bottom of the screen. Choosing which has occupied much thought.

When playing the game the eye finds it easier to glance down quickly to take in information – I suspect that this is why subtitles always appear at the bottom of the screen. However, if you are playing a vertically scrolling game the eye is always on the watch for 'baddies' arriving from the top of the screen. Also, just like reading a book, when first presented with the screen, the brain is conditioned to find it easier to react to a 'title' area at the top. After debating both options for some time, the top won, although it will probably prove more difficult to achieve a clean 'split' when 8 sprites appear under it!

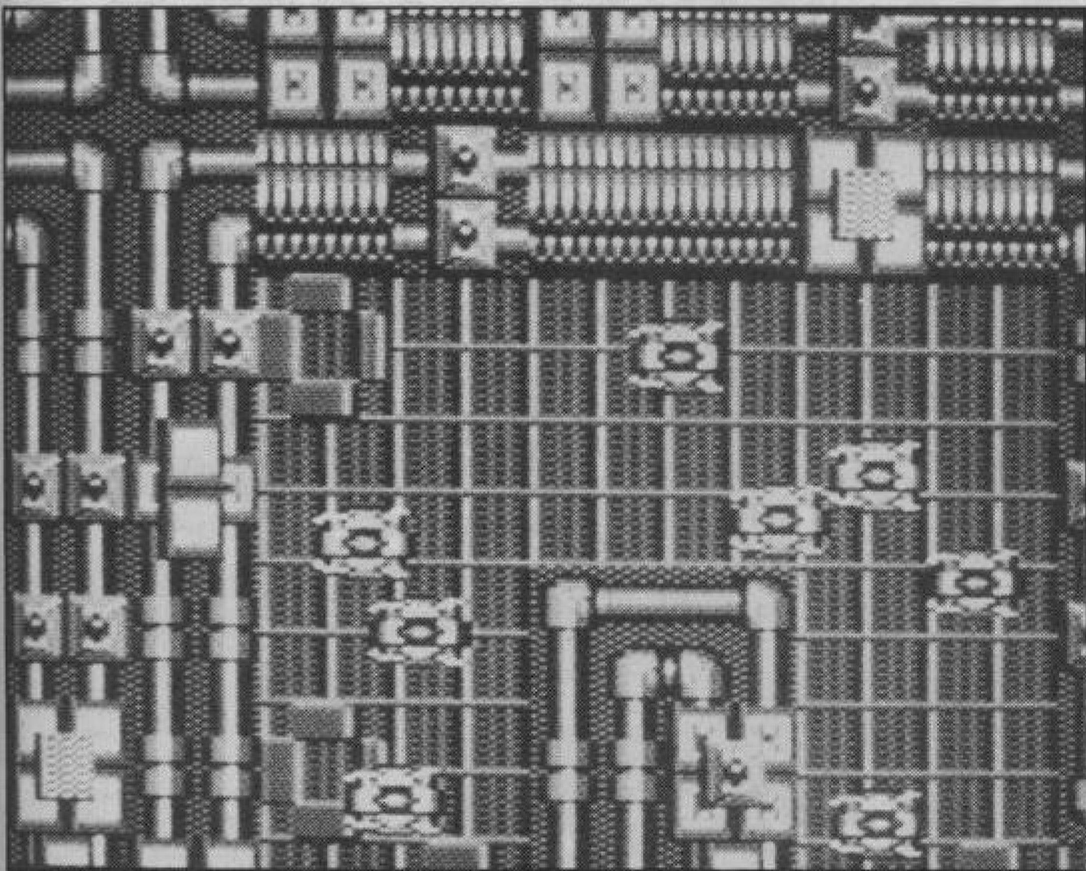
Saturday 11th September

Having decided where the information is to go, I suppose I ought to decide exactly what will be displayed. The current score is fairly obvious, but again there is a big controversy about the addition (or not) of Player 2 score and/or High score. Personally I rarely play with 2 players (perhaps I ought to rephrase that!), and anybody playing a one player game will find the second score completely redundant, so the high score seems more important overall, especially as a '1' or '2' can appear next to the score to indicate the current player. The other vital information needed in *Citadel* will be special equipment currently available for use, and the means of selecting it in the thick of the action. Suffice it to say that my screen editor saw a lot of action today.

Monday 13th September

A tricky little routine to produce the screen splits was perfected today. Since an interrupt routine from the sprite multiplexor may strike anywhere down the screen, depending on the current position of the sprites, the screen splits will be produced using an NMI (dreaded by all backup cartridges, and tricky for me since I'm using my trusty Expert as a development aid!) A 'Non-Maskable Interrupt' is normally also generated when you tap the RESTORE key – for my purposes, this is ideal because it overrides any other interrupt, ensuring that the screen splits always occur at the correct position, whatever the other interrupts are doing.

Once the routine was in and working, it also allowed me to have different colours for the information bar at the top of the screen (and hopefully an end to the ZZAP! art department printing my screenshots upside down!)



Tuesday 14th September

A day of preparation for the PCW show, which I shall be visiting tomorrow, plus some tidying up of routines to optimise their speed. The use of screen border colour changes at the start and finish of interrupt routines is a very useful development aid, showing exactly how much time is taken by each 'JSR', and helps to pinpoint bottlenecks and problem areas. I suppose that they are the equivalent of the 'go-faster stripes' so beloved of the car fraternity!

Wednesday 15th September

So this is what 7.30am feels like! Yawn. Stagger. Sip coffee. At least I'm going by train so I can catch up on sleep later. With my trusty joystick packed (just in case) it's off to Earls Court to see what everybody else has been doing.

Well, what a day! Many thanks to all of you who helped to make this my most entertaining PCW show so far. The prize for most interesting diary comment has to go to the reader who likes the bits in brackets best (this is just for you, and all bracket lovers everywhere!)

More and more companies seem to be setting up 'satellite' stands in nearby hotels. This certainly gives more variety to the day, but does tend to use up rather a lot of stand browsing time – at least the Mediagenic bash gave me a chance to take a ride in a chauffeur-driven limousine! And no, I shall not be procuring one if I ever get rich and famous. My trusty joystick did come in handy when I managed to try out a demo of the official *R-Type* on the 64. Later on, back at the show itself, the purchase of an ST joystick extender lead meant that I can now also plug it into the ST without performing any more upside down contortions (hooray!)

As the sun began to set, I found myself peering once again through a British Rail window, wending my weary way home again. All in all, a very rewarding day. Apologies to all those readers who asked for me in vain at the Newsfield stand on later days – next year I must go for several return visits.

Thursday 16th September

A day off to recover, and to mull over the products and trends seen at the show (and to play my copy of *Hawkeye* – from those nice guys with deficiencies in the cerebral department).

Monday 19th September

Over the last few days the main structure of *Citadel* has been mapped out ready for the BIG routines. Since I need the real feeling of exploration, all of the things the player will meet on his/her travels must be positioned in advance – and this means storing the locations and status of up to 256 objects for each level! The reason for the ultra-compacted city generation system now becomes more apparent.

The function of an apparently useless object in the city may become obvious after another vital piece of equipment has been found or activated, so retracing your steps must show everything in its 'last visited' state (how many games have you played that just regenerate every meanie every time you re-enter a room? Bang goes any feeling of a real environment!). Also, an activated city defence may be used to set ambushes in a particular area for pursuing meanies – some of them may be indestructible using your own available weapons, and remembering the location of the switch that activates a force field may prove crucial! Learning to use the cities own defence systems to your advantage will get you much further into the game.

Wednesday 21st September

Movement of sprites is going to be on a predefined patrol basis. This will allow them to be designed in groups which will protect the more important installations. Just like in real life, there will be comparatively empty corridors followed by vital areas which will be very tricky to negotiate, with 'loadsasprites'. I did toy with the idea of invisible 'tramlines' allowing sprites to move freely about the cities and home in on the player, but if I were them I'd prefer to have safety in numbers!

Friday 23rd September

My brain hurts! There really is a lot of work to complete before my multiplexed sprites can react to their environment. First routine to be completed moves all sprites in 'sync' with the background, depending on what my static zone 8-way scroller is doing. This sounded easy enough, but I finally traced 26 exceptions where a one or two pixel move was suddenly needed in the X or Y axes when stopping or suddenly changing direction! (It looks very smooth now but took two days to debug). The next two routines will be SPRITEOFF the screen at the edges, and SPRITEON if the edges correspond to the object's position in the city. Wish me luck!

Monday 26th September

SPRITEOFF proved to be a more typical routine – less than an hour to write, assemble and tweak. SPRITEON needs more thought before leaping into frenzied action at the keyboard. Since there will be up to 256 objects in a level, whenever the screen scrolls in a particular direction any new objects that should appear at any edge must be found and plotted from a massive table of X and Y values. The main problem with this sort of routine is that unless you are careful it will still be searching through the table long after the object is supposed to have appeared on screen – shortcuts must be found to minimise processor time.

Tuesday 27th September

This new routine turned out to be rather schizophrenic, and ended up as two routines – one running every frame on the interrupt and the other in mainline (any time remaining when the interrupts have finished!). Every piece of coding for *Citadel* is complicated by my insistence on scrolling in 8 directions. In a



vertically scrolling game, for instance, you only need to check how far the background has progressed to know when to 'launch' the next wave of aliens. *Citadel* checks each edge around the screen, depending on which direction the player is moving, to determine whether an object should appear or disappear.

Wednesday 28th September

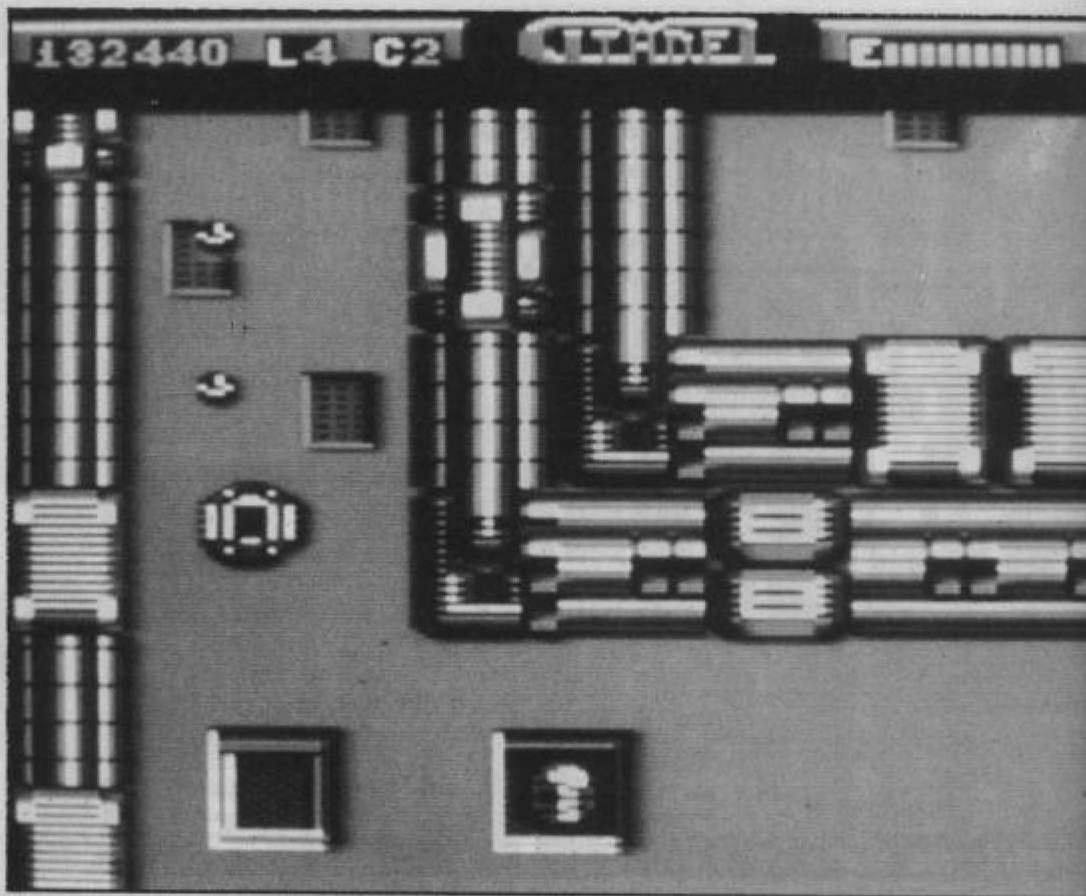
Well, the routines are now completely written, and debugging starts tomorrow. The trick of writing major routines seems to be to mull over different ways of producing the same effect. Although the principles of SPRITEON were fairly simple, most games have so little ▶

processor time left (especially if of the scrolling variety) that it is the fastest routine that matters, and hitting on a way of streamlining it can be very important. This quite often revolves around a flash of inspiration – it is time saving to remember, for instance, that objects arrive on the left hand edge of the screen only when the player is moving left and so on.

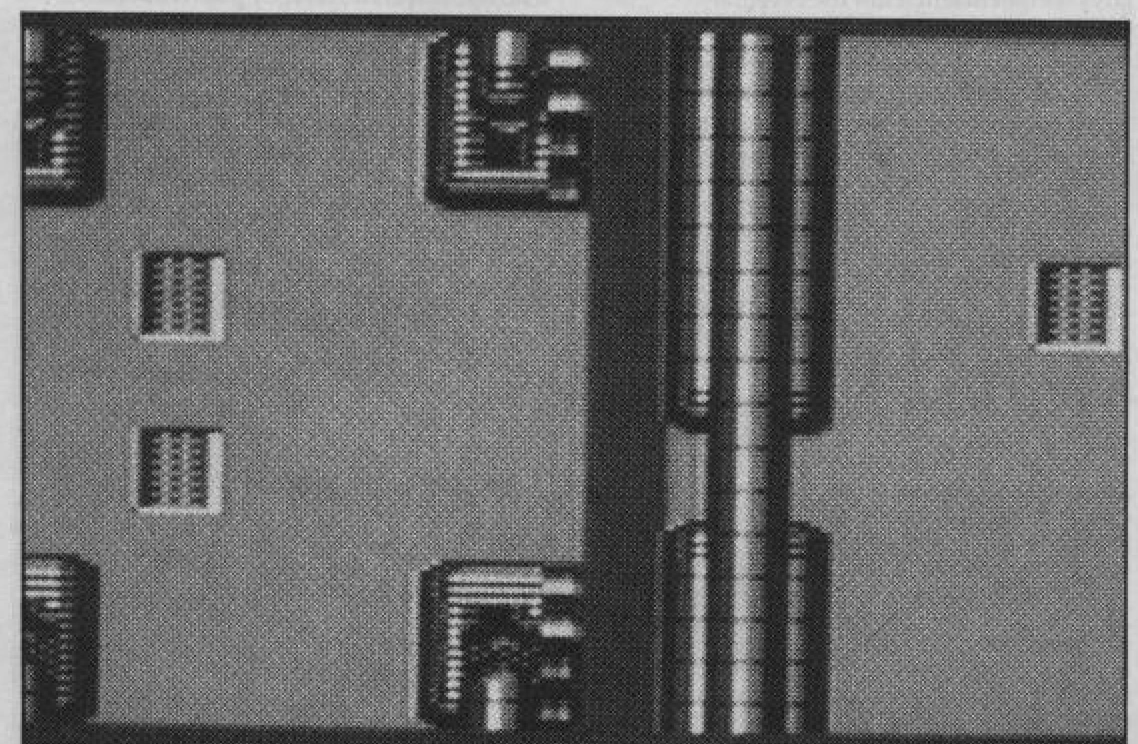
Thursday 29th September

A day off (what do you mean 'get on with the debugging!') and a perusal of life, the universe and chips with everything. I need to get my hair cut or else take up wearing a headband to keep it out of my eyes, and that would make me look like a jogger, and the only thing I like jogging is my elbow (how about that for a mammoth waffle (a shame it isn't an edible waffle) and the first instance of brackets within brackets!)). Anyway, I'm suffering from 'advanced complimentitus' – another interesting letter forwarded to me by Thalamus from the left-handed Jimmy Straaburg of Future Factory (Sweden) no less. In fact I'm left-handed too (interesting fact number 42).

Following my trip to the local scalp hacker, I popped into Boots and Smiths but there was nothing much to capture the imagination – of course the shelves will be groaning under the weight of the Christmas releases in a little while, since such a big proportion of annual sales happen at this time.



▲ Yes, it's *Citadel* – and it's the right way up this time, too!



Friday 30th September

Well, all the debugging is now complete, and the traps appear and disappear at the screen edges as you move around the city – it's really starting to come to life. As I expected, there are difficulties where the sprites disappear at the top of the screen, since at the moment they can either move 'over' the score bar (eg. *Morpheus*) or suddenly 'blink' out before they get to it (*Hades Nebula*).

Saturday 1st October

A day of refinement (on the program, not my lifestyle!). After designing a new sound effect for the city itself to add more atmosphere, and a neater bullet character, it seemed about time to write the sprite animation routine so my inhabitants can stretch their legs (or wave their antennae as the case may be!). Again it is the fastest routine which counts, and one which also anticipates ways to save memory in the animation movement tables.

When finished and installed into the game itself, another useful by-product was revealed – since objects can appear anywhere and then start animating, all of the onscreen sprites tend to end up moving 'out of sync', adding even more life (and certainly a lot more colour) to the screen!

Sunday 2nd October

It's time to return to genetics – the city needs more varieties of inhabitants. Approaching the sprite design from a different point of view, I ended up producing a shaded sphere according to basic artistic principles. It looked a bit crude, simply because with only black, mid grey and white you simply cannot produce smooth colour fading. Then by designing features onto the surface of the sphere where the colour transitions occured, all of the 'glitches' disappeared, leaving me with a realistic metal sphere. I was well chuffed with the final result! A few more basic designs reared their ugly heads later (the designs were attractive but the creatures ugly!).

Monday 3rd October

Main job of the day is to slightly revise the design for the trapdoor opening graphics – my little spheroid all but disappeared when he appeared in the game over the pure black gaping chasm of an open trap. Whoops! Taking advantage of the opportunity, various other small improvements were made to the city graphics.

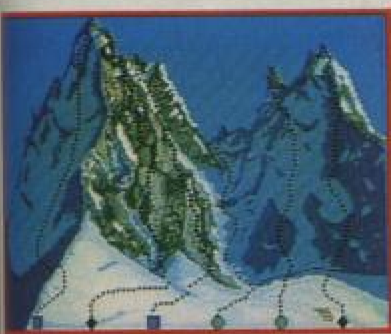
Incidentally, according to my dictionary, *Citadel* does not use bas-relief graphics, since these are defined as 'low relief . . . in which figures project less than one half of their true proportions from the background'. The classic proponent of the 'embossed slab' look on the 64 must be Andrew Braybrook (and his creations have a beautifully clean sunlit look – there's crawling for you!), but I'm going for a more 'solid' look, more in keeping with my original need for a dark, oppressive feel to the cities (the first diary instalment described this as the *Blade Runner* look – perhaps this should now be updated to Cyberpunk!). And with that thought I had better prepare the screen shot file for this instalment, hopefully now printed nearby (the logo should be at the top!).



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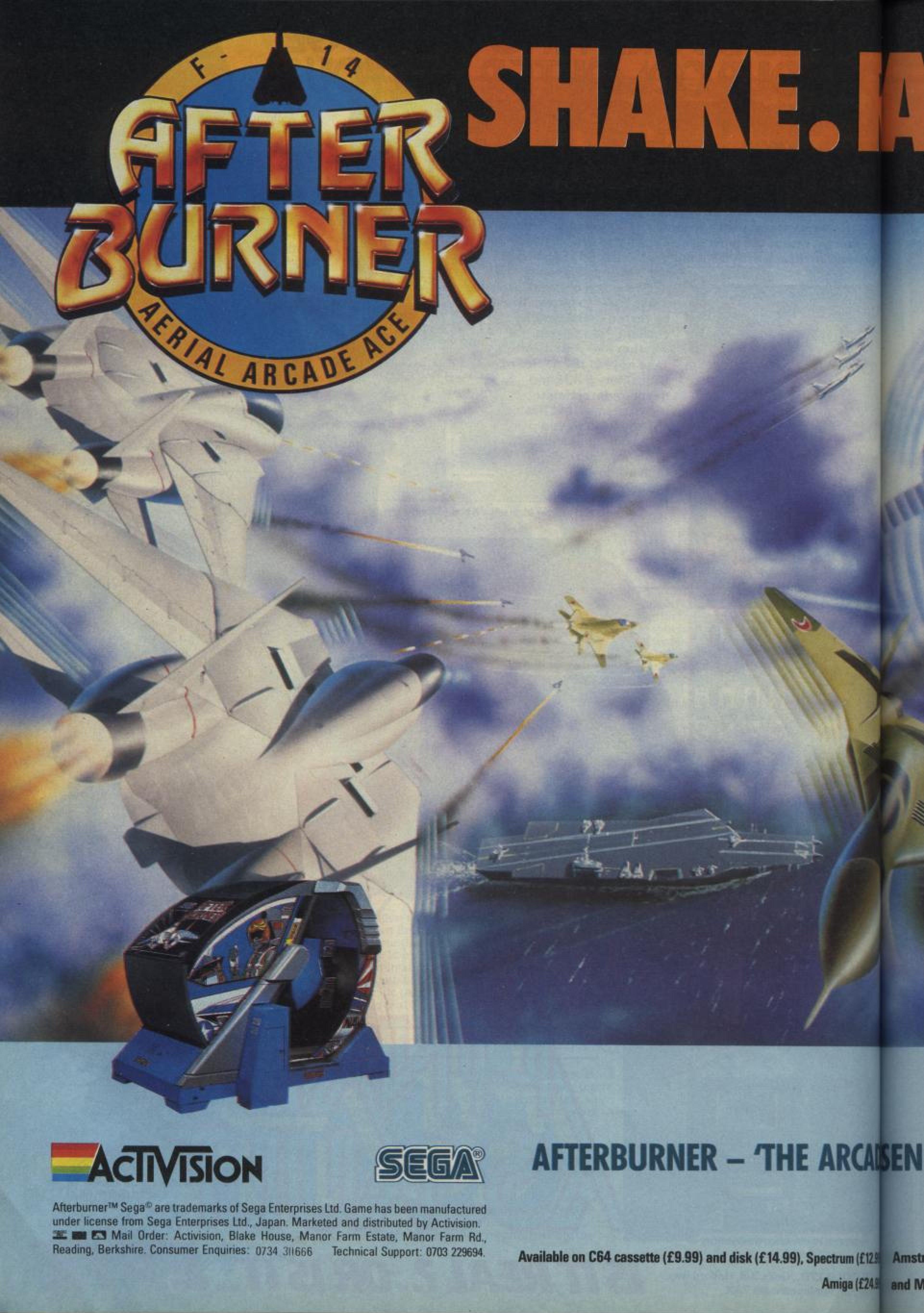


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IS IT REAL ?.. OR IS IT.. EPYX


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ATTLE. ROLL IT. . .



Amiga screen shots shown

ST screen shots shown

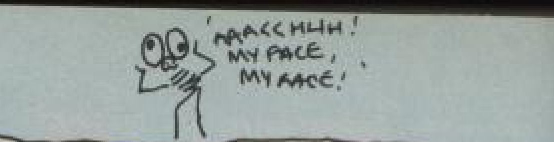
NSATION OF THE YEAR'

9), Amstrad cassette (£9.99) and disk (£14.99), Atari ST (£24.99),

9) and MSX (£9.99).

AFTERBURNER – You've played the arcade **smash** – now **experience** the white-knuckled **realism** of a supersonic **dogfight** at home! Using your heat-seeking **missiles** and laser anti-aircraft **fire**, can you be **top gun** against a seething supersonic **swarm?**

Experience brain-numbing **G-forces**; bones **rattling** with the body-jarring **pitch** and yaw . . . **scan** with your **radar, lock on** your target and **FIRE!**



NEBULUS

ZZAP! GOLD MEDAL AWARD

Hewson, £19.99 disk

●Shoot balls and climb and not a banana in sight!

Pogo is a demolition worker. He doesn't wear a hard yellow hat, but he does drive a JCB submarine and leap around a lot. The reason for this is that he lives on the planet *Nebulus*, a planet with loads of water, so if he didn't drive a submarine he'd get a bit wet.

Now, some naughty so-and-so has been building big towers in the sea, for no particular reason a-*tall*! These towers are a bit of an eyesore to tell the truth, not to mention the distress they cause the fish. Someone must be found to destroy the towers and return the seas of Nebulus to normal. With no consideration for personal danger and hardship, the head of Destructo Inc (Pogo's boss) volunteers . . . Pogo.



▲ Wouldn't you just like to ENTER that huge, PULSATING TIP to reach the END of the SHAFT?



Having been dragged out of bed, Pogo stumble into his sub and chugs off to the towers.

This is the point where you take the part of Pogo in the Amiga version of *Nebulus*. To destroy the towers you must shut down the supporting field located at the top of the tower by climbing up via a series of platforms. Now the nasty

▼ Bouncing balls, fatal falls, curving walls and dirty smalls



Hnngghhh! Hnnnnghh! This is driving me crazy! Nebulus' frighteningly addictive platforming puzzles stopped work, not only in the ZZAP! office, but also in the nether regions of the Art department! I had expected some improvements over the 64 version, but a whole alternate set of towers was a bit of a surprise. John Phillips has really taken a lot of care over the game graphics which feature loads of lavish touches, such as the rippling waves and reflections in the water, and the ability to see through the holes in the towers. The tower designs are utterly heartless, allowing you to get really close to the top of the tower with only a few seconds left, thinking 'I'm going to make it! After 90 attempts at this tower, I'm going to make it!' And then you're stranded on an isolated platform with nowhere to go and one of those spinning bas . . . – er, *things* – appears and knocks you halfway down the tower. HNNNGGHH!!



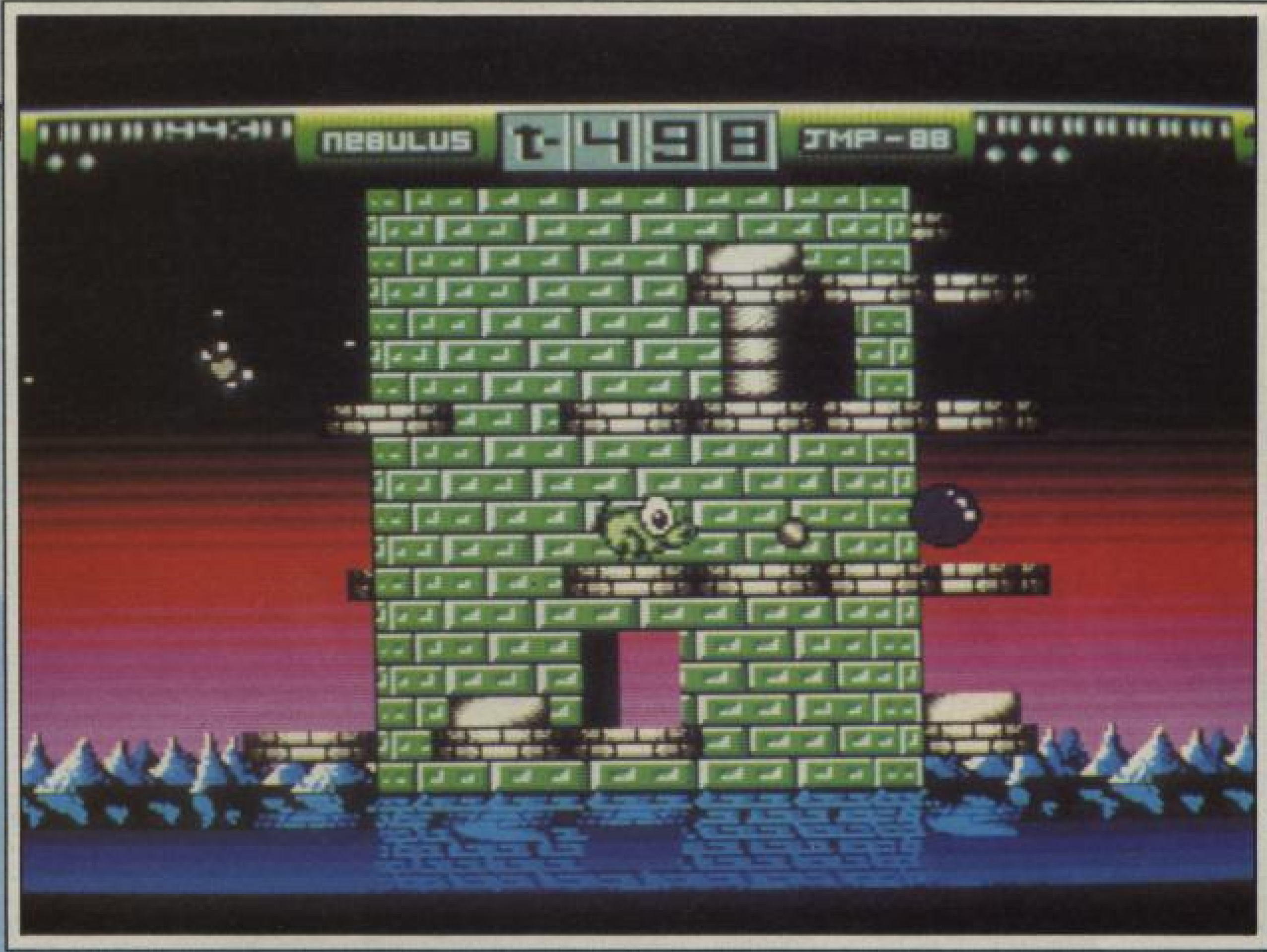
Well, this is just about the best conversion I've seen from an 8-bit to an Amiga! None of the gameplay been lost – the towers are just as hard – and this time there are twice as many! In fact, if you thought the 64 version was tough, just try mission 2 on the Amiga – aaaargh! In fact, I'll say it again in case you missed the point – aaaaaaaargh!! The graphics are just about spot on, even if the rotation does slow everso slightly when there are quite a few balls bouncing around, and even though the sound FX are sparse, they're still pretty neat. The action grabs you right from the start and doesn't let go: not a game to play when you're trying to finish a mega Christmas issue. Just one more thing: miss this and you're missing one of the most original and addictive games on the Amiga!



fiend that constructed the towers wanted to make sure that they were left well alone, so he rigged them with traps and guards, to try and make you fall off into the water (glug) thus losing one of your three lives.

If you do manage to complete the level (by reaching the top of the tower), Pogo is so pleased that he plays a little tune on his portable Casio keyboard – but he's no musician so he hits a couple of bum notes!

Next comes the bonus level which consists of a horizontally scrolling section in which you must catch fish be shooting bubbles at them and then collecting them for bonus point. After that we have (gasp!) the next – harder – level! Da-DAAAAA! But if you're so hard that you can complete all the towers easily then why not try MISSION TWO! (*Oh, no! Not mission two! Anything but mission two!*) Ha-ha-ha . . .



▲ Oooh, don't you just love that rippling water effect? What d'you mean you can't see it from this screenshot? Oh well, you'll just have to take our word for it



◀ Quick Pogo! Run to the other side of the tower before those aliens get you!



I was a great fan of the 64 version of Nebulus, so I was *really* looking forward to seeing the Amiga version. I must say I'm not at all disappointed. It's brilliant! Some of the graphical touches, such as the reflections in the water are simply stunning, and the rotational effect is every bit as good as the 8-bit version. Sound is also used to good effect, with some wonderful plinky-plonk tunes and spot effects, although I don't know why they've used the sound of Herman Munster coughing! Now there's something I haven't mentioned . . . ah, yes! The gameplay! Well, in a word it's absolutely fantastic (that's two – Ed). Okay, shut up, shut up! The action is frenetic to say the least, panic often setting in when a monster or robot bears down on you from the other side of the tower! Well, I think I've told you enough about it, I'm going for another go!

▼ Catch some fish for a bonus, Pogo!



PRESENTATION 76%
Two missions and a one or two player option, but not much else.

GRAPHICS 90%
Excellent touches throughout portrayed by brilliantly defined and animated sprites.

SOUND 80%
Pleasant tunes and jaunty effects suit the action well.

HOOKABILITY 91%
The 'cute' appeal causes instant addiction.

LASTABILITY 95%
Like Superglue in the underwear – sticks you to the seat! HAHAHAHAHA! ((c)1988 Bad Jokes Inc.)

OVERALL 97%
An excellent 16-bit conversion of a classic 8-bit masterpiece.

●Save the world from Nazi domination in Cinemaware's Saturday morning serial simulator

ROCKET RANGER

Mirrorsoft, £29.99 disk

The story so far . . . It's 1941 and Adolf Hitler is pushing the boundaries of his Third Reich, not just across Europe, but all over the world. His powerful forces run rough-shod over all opposition, but there is one man who may be able to put a stop to his land reclamation – the flier with a difference, the one they call . . . *Rocket Ranger* (um, that's you, of course).

Rocky owes his power of flight to a back-mounted rocket pack which runs on the mystery mineral Lunarium, a rare substance which yields enormous power if handled correctly but staggeringly dangerous if used for nefarious (whassat? – Ed) purposes.



▲ Oh he flies through the air with the greatest of ease, wearing his goggles and bending his knees

The Nazis, a nefarious (Oy! Paul! Stop using that word) bunch if ever there was one, are planning to subjugate the free peoples of the world by dropping Lunarium bombs on them with the effect of reducing the IQ of all males by 30%! Led by the evil Colonel Leermeister, SS scientists have somehow built a base on the moon where chain gangs of women mine the mineral, for a fleet of Lunarium powered rockets to ferry it back to Earth.

Working from your base at Fort Dix, USA, it's your job to prevent the Nazi Meisterplan by finding the five Nazi rocket factories, putting together your own rocket from stolen parts, and then collecting enough Lunarium to get to the enemy moonbase and finally destroy it.

First on Leermeister's list of dirty deeds is the kidnap of one of America's leading brains, Professor Barnstorff, to increase the efficiency of the Lunarium mining process. It's up to Rocket Ranger to rescue the professor and his voluptuous daughter from the escaping Zeppelin before he can be put to work, and before she can be made into a mindless zombie by the Nazis' brain washing machine (Just a light rinse, please).

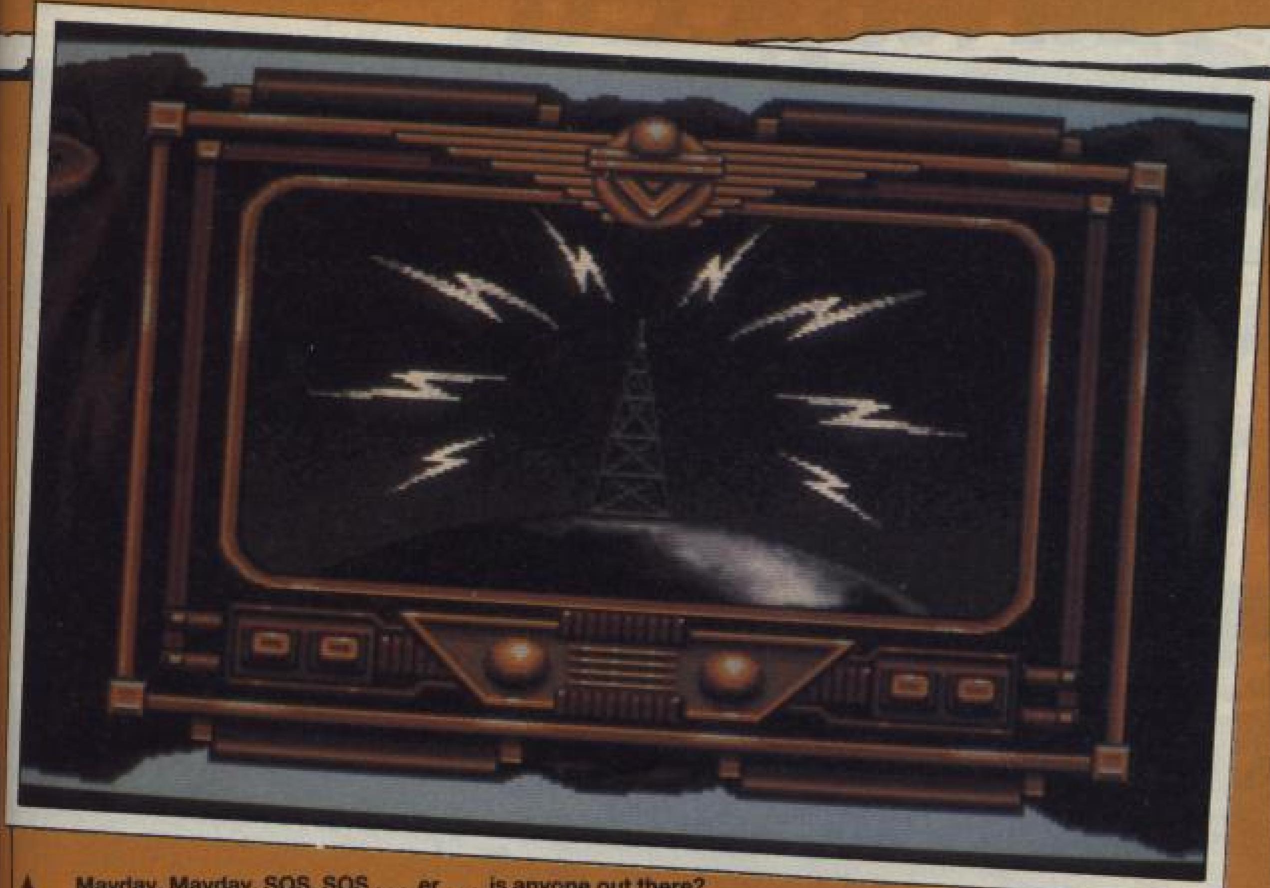
Using his radium gun, Rocky must shoot down the aerial torpedoes being fired at him from the airship's gondola and take out the gunner, aiming carefully so that he



I'm a sucker for all the old chapter plays like Flash Gordon **and** King of the Rocket Men**. I like little better than to sit in front of the telly on a cold winter's evening with a cup of tea and a biscuit watching Commander Cody narrowly escaping from doom for the third week running. Now I can take part in the adventures myself thanks to Mirrorsoft. I think it's safe enough to say that** Rocket Ranger **is by far the best Cinemaware release to date. The graphics and sound are incredibly atmospheric, with lifelike characters, colourful backdrops and stunning sampled speech. I could easily lose myself in a game for hours on end, that is if I didn't have to write this review. I know, stuff the review, I'm off to play the game . . .**



Previously, the only Cinemaware game to *really* catch my imagination was Defender of the Crown**, but** Rocket Ranger **knocks that game for six in every respect. The graphics are quite excellent and the atmosphere of the old black and white serials is captured perfectly in the low-tech rocket man, the other characters and the scenery. Sound, too is used well, comprising suitably melodramatic music and some remarkably high quality speech in the conversation sequence. All these would keep my interest level high on their own (I'm such a simple soul), but there is so much variety in the game that I could barely cope with real life at the same time. Beat 'em ups, 3D shoot 'em ups and adventuring all in the same package! Incredible. I'm a drooling wreck. Save every penny you can get your hands on and acquire** Rocket Ranger**. Burble . . .**



▲ **Mayday, Mayday, SOS, SOS . . . er . . . is anyone out there?**

doesn't hit the hydrogen-filled balloon. Once on board you have to convince the prisoners that Rocky's on their side – via a multiple choice conversation system. If you fail, the professor forces Rocky out of the Zeppelin at gunpoint, and proceeds to steer the airship in the direction of Germany.

With the professor lost, Rocky must consult a network of five secret agents stationed around the world. The spy of your choice can be moved to any country and ordered either to infiltrate and report on enemy activities, or if a base or factory is discovered, they can be told to organise a resistance movement.



Agents may call for your help when attacking an installation, in which case, you have to fill up with Lunarium fuel and jet off to foreign parts, radium pistol at the ready. Shoot enemy snipers in jungle temples, gun down a whole squadron of Luftwaffe fighters or just punch a guard's teeth out and you can grab parts for your ship and slow down the Nazi war machine.

With the rocket built and tanked up with Lunarium fuel, it's time to take off for the moon base. Here, Leermeister's army of female zombie slaves abseil down their space-ropes taking laser potshots at Rocky while he tries to plug them with his radium pistol. Time, as always, is of the essence, and any slack shooting results in our hero succumbing to the mind-numbing effect of the Lunarium, sealing his fate and that of the free world . . .

Will he succeed? Tune in next week . . .





Being a bit of a 30s serial buff I've been looking forward to this since it was previewed many moons ago, and I'm happy to say that I'm not at all disappointed. Presentation throughout is supremely polished, with some excellent film-style graphic pieces, probably the best example of which is the shadow of Rocket Ranger falling on the map as progress between countries is plotted – really smart, and it all adds up to create a remarkable level of atmosphere! I was initially impressed with the game's use of sound just on the basis of the 'incidental music' but when I eventually got into the conversation with the professor and his daughter I was surprised to find the characters speaking to me! And I don't mean speech bubbles or even crackling samples or stilted robo-speech, but perfectly spoken words which make you feel you could almost be there. The equally classy presentation of the action sequences make them all very playable and the variety throughout means you'll be playing for a long time to come. If you can spare the cash you've got to try out what must be the best Cinemaware game to date!



▲ **Things are really hotting up down at the li'l old Reichstag**

PRESENTATION 97%
Superb cinematic opening sequences and loads of beautifully executed set pieces add to the game enormously.

GRAPHICS 93%
Highly polished and tremendously varied characters and scenery.

SOUND 92%
Loads of 'incidental music' and superb use of speech.

HOOKABILITY 92%
lots of variety in gameplay and a brilliant atmosphere have you hooked from the very start.

LASTABILITY 94%
A whole Amigaful of action to keep you happy for ages.

OVERALL 94%
Without doubt – and we'll say it again – the best Cinemaware game yet.

FOR AMIGA FLIP TO PAGE 185


OFFICIAL
Advanced Dungeons & Dragons
COMPUTER PRODUCT
HEROES OF THE LANCE
POOL OF RADIANCE
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STRATEGIC SIMULATIONS INC

ZZAP! COMP

WIN A DAY OUT AT AN ASSAULT COURSE!

AND GET KNACKERED WITH ENCORE!

There are you are, slap bang in the middle of the winter holidays slumped in front of your television set with your tongue hanging out, watching *That's My Dog*. 'Aargh!' you think. 'If only there was something more to life, than this. If only my days didn't keep going round in circles. If only my trousers weren't so short. If only I could be doing something really exciting, if only I was . . . if only I was on an . . . er . . . I know, on an ARMY ASSAULT COURSE. Yeah! that 's it. If I went on an army assault course everything would be really well-rad, ace and froody.

No chance of that ever happening though. Sigh!'

Suddenly the room starts spinning and there's a blinding purple flash. An enormously huge blubber-bellied ape-like creature nearer to Neanderthal man than *homo sapiens* flops into the room.

'Hi!', he shouts, 'I'm Gordo. Ever thought there was something more to life than *That's My Dog*? Wished that your days didn't keep going round in circles? Well, don't despair 'cos I have just the remedy. Courtesy of Encore, I'm offering you the chance to go on an Army Assault course.'

Before you've had a chance to say 'well, slap me down with a pike-perch' Gordo disappears in a powder puff – and a side of beef drops down from the sky. A message in green ink is written on the back:

'Those nice people at Encore, the guys who brought you such budget releases as *Frank Bruno's Boxing* and *Battle Ships* have gone ever so slightly . . . er . . . well (read this to yourself in a whisper) *mad*. Yup, a couple of drams of the Christmas spirit and they're under the table in silly hats offering to treat five winners and a friend (that's 10 – yes, TEN – YES, TEN!! – everso incredibly amazingly lucky people) to one entirely free and flabbergastingly exciting trip to an army assault course somewhere in England (well, near Litchfield to be exact). Not only do you get to fall off walls, jog over skimpy rope bridges and dive head first into swamps, you also get an Elite mug, an Elite T-shirt and copies of the eight Encore titles (including *Commando*, *Bomb Jack*, *Airwolf* and *Combat Lynx*) pressed into your muddy hand at the end of the day. Weyhey! As if that isn't already more than enough, 10 runners up also receive a copy of each of Encore's eight bouncy games.

All you have to do, is design some suitably seasonal packaging for any one of Encore's titles. Place this masterpiece of criminally Christmassy artwork into an envelope, along with your name and address, and send it to:

ASSAULT ENCORE COMP
ZZAP! TOWERS, PO BOX 10
LUDLOW, SHROPSHIRE, SY8 1DB

They've got to arrive by December 12 (Maff's birthday, just in case you didn't know by now) (shut up, Maff – Ed) or you won't win and your life will be just as Encore-free as it ever was. Now wouldn't that be a *shame*?





RESULTS with Ken the Fish

Did you know that us fish only have an 11-second memory? It's true. I mean, I could go on and on about how much I hate Maff, pigeons and processed fish food, and then the next minute I would have forgotten all about it! Anyway, welcome to this month's results page which is now hosted by me, Ken D Fish – I hope over the next few months you'll get to like me and my piscatorial habits. By the way, did you know that fish only have an 11-second memory? It's an interesting fact, and not one that many people know – but there you are: education isn't what it used to be, for fish and non-fish-kind alike. On with results which are now hosted by me, Ken D. Fish – let's settle down by this tacky plastic castle and get to know each other, let's exchange fishy fluids and bubbles on our trek through the wonderful undersea world of winners . . .



WHO STOLE THE FISH-LIKE PRESIDENT

In announcing this competition, there was some un-fishlike behaviour from the ZZAP! team – they said it was a Microprose affair, when in fact the whole generous dace stew was organised by Cosmi. Oh well . . . if only they had a memory like mine. Anyway, the first five winners received a Sanyo personal stereo with three-band graphic-equaliser and a built in medium wave/FM radio, plus a £5 record token and a copy of *The President is Missing.* A big fin for:

Helen Emes, East Herrington, SUNDERLAND; Stuart Martin, Broadstairs, KENT; C McHugh, Worthing, West Sussex; M House, Leatherhead; Adi Drumbie, Peckham, LONDON.

Meanwhile five runners up weren't resting at the bottom of the pond: they each receive a copy of *The President Is Missing.*

Neal Todd, Warminster, WILTS; Michael Downer, Benfleet, ESSEX; Martin J Juhasz, Maidstone, KENT; W Tillotson, Bulford, Wilts; N Toothill, Skipton, N YORKSHIRE.

GIMME DAT DER CAMERA

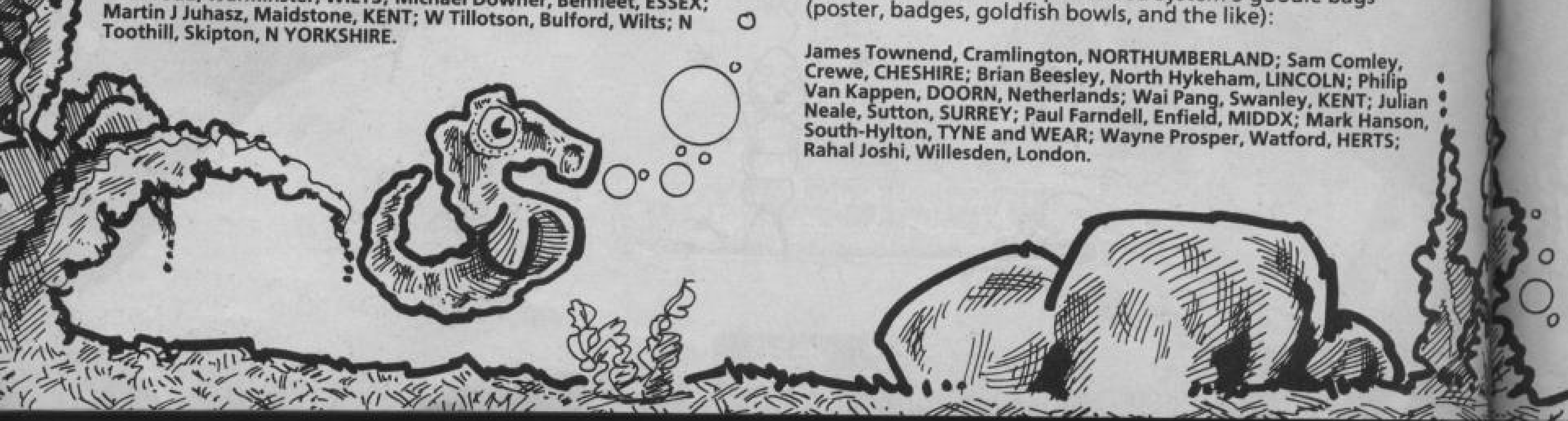


Cameras are extremely useful items for a growing fish. Why, I won't tell you – you'll just have to take my word for it. Anyway, the winner of this whale of a competition received a Nikon F-401 Autofocus SLR camera with built in flashgun, motorwind, superfast autofocus system and a 50mm f1.8AF lens:

Alan Johnstone, Sunbury on Thames, MIDDLESEX.

10 pike-sized runners up received System 3 goodie bags (poster, badges, goldfish bowls, and the like):

James Townend, Cramlington, NORTHUMBERLAND; Sam Comley, Crewe, CHESHIRE; Brian Beesley, North Hykeham, LINCOLN; Philip Van Kappen, DOORN, Netherlands; Wai Pang, Swanley, KENT; Julian Neale, Sutton, SURREY; Paul Farndell, Enfield, MIDDX; Mark Hanson, South-Hylton, TYNE and WEAR; Wayne Prosper, Watford, HERTS; Rahal Joshi, Willesden, London.



POWERPLAY WITTY SCRIPT AND ZZAP! MEGASTAR COMP

It's a pity that this competition was organised before I arrived at the Towers, since they didn't know the meaning of the word 'Megastar' until I looked it up in a dictionary and told them the definition (MEGASTAR *(Meg-a-star) n.*: any fish by the name of Ken). Such is life for you land-walkers: destined, like the first prize winner below, to receive such prizes as a PYE colour portable TV worth £300:

Steve Cooper, Kent ME1 2JW.

You can read his script on these very pages. Meanwhile, the 2nd prize winner received a Ferguson 14" colour TV and his name is

N Winchester, Berks RG4 9JR

As for the 3rd prize winners – well, no nights of extasy gorging on plankton for them: instead, they received a Sony 3" B/W TV:

Cai Ross & James Godfrey, Gwynedd, N.Wales.

The next 5 Runners up were really left out when the ants' eggs were being sprinkled on the water tension. They each received a Cruiser Clear Joystick, which the ZZAP! team tell me is a particularly brilliant 'stick for the price – but then, what would they know – they haven't got gills!

Steven Ledsham, Cheshire WA7 6AA; David Stas, 3212 Lubbeek, Belgium; Edmund Ward, W. Midlands B93 8LD; Martin Brear, Kent CT12 4AW; Nathan King & Les Bretocks, Surrey SM6 0TL;

The next 5 were similarly treated, but this time to a *black* Cruiser joystick. We fish have no problems with colour like you earth-lubbers, y'know. Anyway, look up your name here, fish-eaters:

Ian Roberts, Southampton SO3 2SD; Chris Sharpe, E. Sussex TN22 2BA; Christopher Ray, Gwent NP1 0AY; Neil Ambrose, Lancs BL6 5TG; Simon Gowda, Swansea SA4 1XX.

This is where it got a bit silly. There were meant to be 10 winners of the final runners up prize of a Blue Cruiser joystick each, but only 6 more of you entered. Oh dear. Can't pick up a pen and scribble something down? Oh well, crawl back into the slime . . .

Steven Webster, Middlesbrough, Cleveland; Jason Wharton, Lancs WN8 6RA; Jordan Fulcher, Newcastle-upon-Tyne NE2 2UL; Atif Shamim, Sussex RH10 6AN; Paul Kearns, London E9 5LF; Philip Lund-Conlon, Beds MK43 7RH;

'. . . and now on BBC2, The Life of Shakespeare.'

Starring. . . .
Lloyd Mangram . . . *as William Shakespeare*
Mel Croucher. . . . *as The Agent*
Paul Glancey. . . . *as The Policeman*
Kati Hamza. . . . . *as The Girl*
and the voice of Maff Evans. . . . . *as Yorick's Skull (by permission of V.C.G)*

SHAKESPEARE: (picks up skull) Alas poor Yorick . . .
YORICK'S SKULL: Speak for Yourself *(YORICK lines unheard by cast)*
SHAKESPEARE: I knew him when he used to eat . . . *(looks to audience)* I knew his sister better . . .
YORICK'S SKULL: A body . . . A body, my kingdom for a body . . .

(SHAKESPEARE looks at skull and tosses it out of window. Skull screams . . . hits ground. FX: saucepan 'bong'.
SHAKESPEARE picks up lager can and speaks to imaginary gallery)

SHAKESPEARE: Poison . . . I see . . . hath been his timeless end . . . *(Takes drink, pulls sour face and throws can out of window)*

YORICK'S SKULL: OUCH!
SHAKESPEARE: *(picks up lute and sings)* Oh wella since my baby hath left me, I've found a new place to dwell . . . blimey I'm bored *(open new lager)* . . . I haven't written anything for *(looks at wristwatch)* ten minutes..

(ENTER Shakespeare's AGENT

AGENT: Hi ya Shakes my boy; written anything in the last ten minutes?
SHAKESPEARE: No, I'm done for, washed up.
AGENT: Don't take it to heart shakes.
SHAKESPEARE: *(looks at watch)* Eleven minutes and . . . wait . . . never in the face of human conflict was so much owed by so many to so few.
AGENT: *(puzzled)* What's that my boy? I didn't quite get the . . . er . . .

(Gorgeous GIRL wearing tiny nightdress crosses room to bedroom)

AGENT: (to audience) Anne Hathaway??
SHAKESPEARE: I've had an idea!! *(moves to follow girl)*
AGENT: Shakes, it's eleven and a half minutes since you've written anything!!
SHAKESPEARE: *(stops)* Erm . . . it was on a bridge at midnight, throwing snowballs at the moon, she said.

(Loud knock on door. SHAKESPEARE opens it to find POLICEMAN holding YORICK'S SKULL.)

POLICEMAN: 'ello
YORICK'S SKULL: 'ello
POLICEMAN: 'ello . . . is this *your* skull sir?
SHAKESPEARE: No, this is mine . . . *(hands to own head)*
AGENT: I like it, I like it – write it down, Shakes.
POLICEMAN: Mind where you throw your rubbish sir.
YORICK'S SKULL: RUBBISH!?!
SHAKESPEARE: Thank you officer. *(Policeman leaves – door closed).* Alas poor Yorick I knew him . . . *(walks to window)*er . . . well . . . *(tosses skull out of window. Skull scream as before).*
AGENT: Yes . . . he wasn't a bad act.
SHAKESPEARE: No . . . he was terrible.

(SHAKESPEARE turns on radio)

RADIO: and now today's football results . . .
(SHAKESPEARE grabs coupon and quill)

Burnley 2-2 Chelsea
Fulham 8-8 Leeds
Watford 13-13 Crewe
Dundee 27-27 Hearts

SHAKESPEARE: *(burbling with excitement)* One more . . . just one . . .
RADIO: Yorick Skulls 54-11 Macbeth!

(SHAKESPEARE slumps in anguish)

AGENT: It's fourteen minutes now Shakes!, how about a love story, boy meets girl, but their love can never be . . .

(GIRL enters, takes radio and returns to bedroom)

SHAKESPEARE: Look, I've got this idea that needs researching, I'll see you in the pub later. *(exit to bedroom)*

THE END

FOLLOW THAT CAMEL COMPETITION

Personally I hate camels: nasty, smelly creatures – and really ugly, too. Not like us fish. If you can find a cleaner, more handsome creature in fresh or salt water than a fish, you can have a year's supply of processed fish food with my compliments – but don't bother looking, 'cos it's a hopeless search.

In this competition, which has nothing to do with fish, Grandslam were offering the winner two tickets to Egypt for two days of visiting the pyramids, walking like an Egyptian and wearing silly hats. The overall winner was from **CRASH** (so we won't soil these pages by naming him here), but there were 25 runners up, who each received a copy of the game, *Power Pyramids* (bad luck, guys):

S Yates, Middlesex HA5 3XG; Marcus Taylor, Dorset BH16 5NG; Anna Thompson, Edinburgh EH9 1LZ; David Spillman, East Sussex BN1 6ND; Andreas Panopoulos, Athens, Greece; Andrew Hickie, Midlothian EH22 4SF; Steven Ledsham, Cheshire WA7 6AA; Paul Woodhouse, Victoria, Australia; Graham Taylor, Oxon OX8 7EW; Derek Newiss, Keighley, BD21 2RL; P G Cooper, Hampshire SO5 7AB; M A Powell, W. Glamorgan SA4 2RH; F J Thompson, Lancs FY8 1EH; Chris Sharpe, E. Sussex TN22 2BA; D Sherwood, London E16 4DF; Simon Pople, Bucks HP6 6NG; Edward Newiss, W. Yorks BD21 2RL; Mrs S Margerison, Essex CO13 0LQ; Russell J Smith, Hampshire GU13 9AS; Riccardo Emanuelle, Newcastle-upon-Tyne, NE7 7LL; Daniel Newiss, W. Yorks BD21 2RL; Nik Yarker, Leicester LE8 3BD; Paul Matthews, Herts SG1 5RP; Garry Barrett, Staffs DE13 0XU; R Gardner, London SW6 6AE

N-N-NINETEEN WATER CANNON COMP

All the way back in Issue 41, which is as near to Summer as you can get, those fish-loving folk at Cascade were offering several codly prizes to coincide with their fish-free army training game. The winner was to receive a genuine Avirex US Army jacket worth £150, as well as a 'brilliant' (if I remember rightly) motorised water mega-pistol, a set of authentic dog-tags and a copy of *19 Part one - Boot Camp*. And the lucky winning sonofafish is . . .

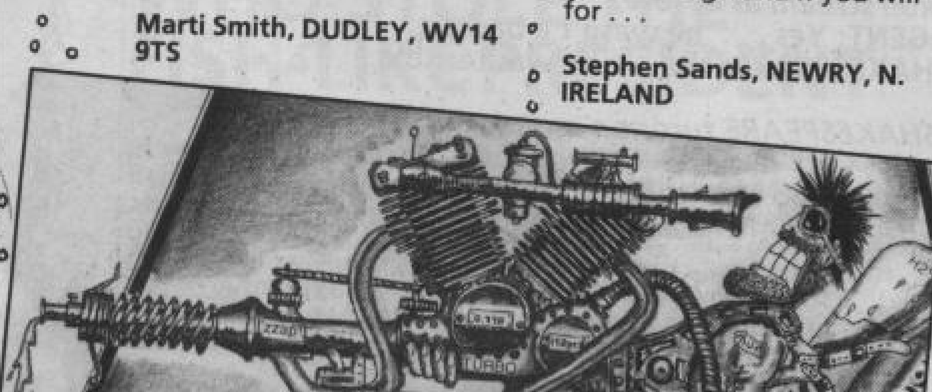
Marti Smith, DUDLEY, WV14 9TS

The second prize winner received their own water-weapon (if you sea what I mean – gloop, gloop), a set of dog-tags, a Cascade T-Shirt and a copy of the game. And he is . . .

Thomas McCreery, CUMBERNAULD, G67 4JE

The third prize winner in this comp for trout-ticklers everywhere was the water gun, a set of dog-tags and the game. A big hand if you will for . . .

Stephen Sands, NEWRY, N. IRELAND



Not forgetting the 25 Runners-up, each of whom received a copy of the game:

Stephen Chester, East Sussex, BN25 4BZ; Neil Cloke, Kent, TN23 2UH; Victoria Barnett, Southampton, SO1 2QN; Paul Rees, Middlesbrough, TS7 8SE; Richard Eaton, Plymouth, Devon; Richard McDougall, York YO6 3TA; A Stephens, Suffolk IP10 0UZ; Jeffrey Huthwaite, Norwich, NR4 6JE; Sam Trafford, Scarboro; N. Yorks; David Briscoe, Cheshire CW6 0EG; Craig Darrock, Shropshire TF7 5PJ; Bill Cole, Middlesex EN3 6QN; Andrew Conn, Bangor BT20 3RS; Mark 'PHSSTHPOK' Stevens, Oxford OX4 3PB; Lee Crawley, S. Yorks S71 2AD; Michael Nicolson, Birmingham B18 5PL; J Upright, Beds LU6 2AL; Karim Bouali, London SW17 8LD; Albert Ingham, Cheshire SK15 1EL; Matthew Trickett, Sheffield S18 5QS; R Simon, London E13 9JA; R D Bowe, Kent TN14 5QP; Gary Hamilton, CO. Antrim BT37 0JH; Robert Mellor, W. Yorks HD7 4NN; Stephen Buggy, Co. Cork, Ireland.

LINEKER, LINEKER, GOOOOALL!

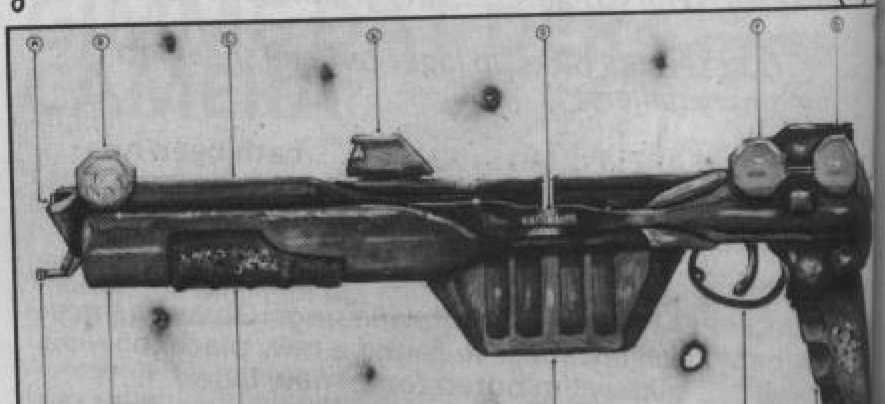


Fish don't play football much – apart from a few famous exceptions (Kenny Salmonson, Billy The Fish, Ray of the Rovers, Peter Shoalton, Ruud Mullet, Diego Maratuna and Ian St John Dory). Anyway, that's got nuffin' to do with this fabbo competition organised by Gremlin: the first six winners received the football kit of their choice plus a pair of tickets for the next England match at Wembley, and the first two winners received the above plus an autographed football.

Malcolm Colligan, Gateshead, Tyne and Wear; Matthew Harfitt, Hanham, BRISTOL; Chris Cooper, Maidstone, KENT; Matthew Smith, Warrington, CHESHIRE; Laurence Taylor, Tredegar, GWENT; Alexis Cane, Marlow, BUCKS.

The top 50 entries received a copy of the football fitness game (including 6 winners)

Christopher Trouard, Upshire, WALTHAM ABBEY; S Lee, Guildford, SURREY; K Osborn, Sutton, SURREY; Colin Donoghue, Cork, EIRE; Steven Fogwell, Darlington, Co; DURHAM; James Bunting, Bakewell, DERBYS; Simon Gregory, Birkenhead, MERSEYSIDE; Jamie Beer, Esher, SURREY; Jamie Slack, Killmarsh, Nr SHEFFIELD; Barry Whitelaw, Whitley Bay, TYNE and WEAR; Michael Birt, Swindon, WILTS; Gavin Foulstone, Killamarsh, Nr SHEFFIELD; Adrian Shaw, Killamarsh, Nr SHEFFIELD; Jonathon Gill, Marlow, BUCKS; Jonathan Flanagan, Eastbourne, EAST SUSSEX; A Fagon Jnr, Slough, BERKS; Nigel Underwood, Reading, Berks; David Squires, Swindon, WILTS; W Tillotson, Bulford, WILTS; Dean Thomas, Machynlleth, POWYS; Andrew Blackmore, Broadfields, Exeter; Adrian Jones, Tavistock, DEVON; Manraj Khush, Hornchurch, Essex; Anthony Jolley, Edmonton N9, LONDON; Shaif Ahmed, Edgware, MIDDX; Mark Barrett, Cirencester, GLOUS; Richard Walker, Sedgley, WEST MIDLANDS; Niall Murphy, Belfast, Co Antrim; Stuart Murphy, Chelmsford, ESSEX; J Biddle, Leiston, SUFFOLK; Ketan Sedani, Luton, BEDS; David Brown, Waltham, SOUTH HUMBERSIDE; Nigel Sefton, Louth, LINCOLNSHIRE; Neil Pearce, Bishop's Stortford, HERTS; Steven Williams, Spenser Grove, LONDON; K Bovali, Tooting, LONDON; Andy Clark, Reading, BERKS; D I Roden, SELKIRK; Andrew Marriott, Stoke-on-Trent, STAFFS; Justin Robinson, Preston, LANCS; Paul Banoob, Darlington, Co Durham; Seven Fogwell, Darlington, Co Durham; David Clark, Grimsby, S HUMBERSIDE; Julian Stokes, Sutton Coldfield, WEST MIDLANDS.



And that's about it, really. OK, so I haven't really told you about the internal mechanisms of the fish physiology, nor about piscine politics – but maybe there'll be more about those and other fishy topics in future editions of this, my results page. Meanwhile, if you have any problems about fish-food, plankton, dirty tanks, polluted water, gill trouble or about ZZAP! Competitions, send your queries to Ken the Fish, c/o VIV VICKRESS, ZZAP!, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB and I'll try to set the record straight.

See you next month. Gloop gloop!

MANOEUVRES

With Philippa Irving





PANZER STRIKE

SSI, £19.99 disk (64)

This is, without question, a game which is unlikely to appeal to players who do not have a military hardware fetish. Or, to be fairer, anyone with an interest in the mechanised warfare of the Second World War will find that *Panzer Strike* caters for that interest in a scientifically and historically exact way. Players who prefer planning campaigns on a larger scale, and whose imagination is kindled by the idea of rearranging history wholesale, are likely to be stunned by the huge quantities of technical detail reproduced in this simulation. It's a typical SSI tactical-level game, only more so than usual!

In this case, tactical-level means that the battles that *Panzer Strike* recreates are fought with units representing single tanks and small squads of men, on a map showing individual buildings, craters and trees. The game progresses in turns covering one minute of 'game time', and as the maximum number of turns in a single battle is 60, none of the encounters lasts for more than an hour. The variety of places and situations offered is admirable. There are three fronts or 'theatres' available - east, west and Africa - each occupying a disk side, and giving the player the opportunity to play preset scenarios or customised games. An exhaustive assortment of offensive vehicles appropriate to the time and the place is provided; the dozens of different tanks in the game are listed with their vital statistics in a substantial booklet seperate from the main instruction manual.

The computer can play either Axis or Allied, or both or neither. There is an option to play with or without the 'limited command' rules, which simulate the fact that subsidiary units are not always in radio contact with their headquarters and in a position to receive orders. There is a simple handicap level adjustment and a message delay length to decide, before play starts.

The screen map is clear-cut and uncluttered, though minimalistic. It is not immediately obvious from its appearance that the game provides an unusually large variety of terrain types, including unexpected territory like wheat, olive trees and vegetation fire amongst the more common forests and roads, which affect movement and may or may not provide cover. This is summarised concisely in the Briefing Manual, but the player just has to use his imagination when trying to decide what on-screen graphic represents what type of vegetation. Clear ground is patterned in dots, to make it easier to see how many grid squares it covers; this is a useful touch, as the range of weapons is measured in these squares and is vitally important when deciding on tactics.

Infantry units look like sealed envelopes (I have a suspicion that certain game designers consider this mysterious symbolism more sophisticated and serious than small drawings of soldiers with guns) and the tanks rather like door handles. Visually it is all very functional and businesslike.

The map can be viewed at the normal tactical level, showing a 20 by 10 square portion of the playing area, or at strategic level, which on most scenarios shows the whole map is useful for getting an overall picture of how the battle is progressing.

The gameplay is very simply arranged into two phases, orders and combat. The player spends as much time as he likes giving his units movement and firing orders, then watches passively as the orders are carried out in the combat phase. An unusual feature in the automatic running-on of combat phases: unless the player actively intervenes with a keypress at some point in the combat, the computer will run through the scenario's allotted number of phases without interruption.

Orders are given via a menu, crammed onto the bottom of the screen and fully explained in one of the manual's numerous charts. The map can be explored with a cursor, and the objective of the current scenario is always



available for examination; the type of mission affects what the player gets victory points for, so that battles which end in apparent defeat can actually be judged quite successful in the circumstances.

Units are either vehicles or small squads of infantry, and they are all arranged into platoons. The units are identified alphanumerically in the game, so it is always clear which of them belong together and which of them serves as headquarters, the top of the chain of command; all units in the same platoon are referred to by the same letter, and the headquarters is number zero. Ultimately, all units on screen report to unit AO. The chain of command only becomes important, however, when the player has chosen to operate within the confines of the limited command rules. Without this option, all units are equally manipulable and the platoon system is merely a convenient way of ordering group movement.

Units have their own menu, which replaces the map menu when they are selected for attention. One of the most important options is the 'weapons' page, a screenful of information which gives details about the guns and armour of tanks, the state of morale, the unit's maximum speed and the number of men in attendance. Weapons are lovingly described in terms of their ammunition, size of shell, shell penetration value, accuracy, maximum range and infantry attack value, and tanks nearly always have more than one gun in their armoury. As far as I know, these statistics, and the differences between the various models of tanks, are historically accurate; the Briefing Manual often includes a short note about any feature of interest along with this alphanumerically bleak profile. As I've already said, technofreaks will delight in poring over all this detail. It is reasonably easy for more simple-minded strategists to gloss over it in search of a good game, but not without a sneaking sense of missing something.

A formidable selection of orders can be given to units from the unit order menu, though the basic options are the usual 'fire' or 'move'. Units will automatically take pot-shots at anything that comes within a specified range, up to the maximum extent of their weapons' capacity, and they calculate their own target. It is possible to check on what enemy unit a friendly unit has targetted, but not to alter it. The player's role in the attack is merely to arrange the most suitable forces in a position appropriate to the object, and to order the units to restrict their fire to the desired range. It is possible to specify movement exactly, so working out which units will attack what is not too difficult.

With a mathematical mind it is also possible to predict the probable outcome of the attack, for the complex combat rules - which are modified by every conceivable factor - are fully explained in the 'formulas' section of the rulebook. Studying the formulas gives the player the best chance of attacking and defending successfully, for he can work out the precise advantage of positioning a certain kind of tank in soft cover, or ordering a unit to make a 'cautious' rather than a 'full' advance in conditions of poor visibility.

The combat phase itself takes place in three 'pulses', which serve to subdivide the fictional minute and sort out the units which fire first from those which are burdened by what the game mysteriously calls an 'administrative' delay. (It conjours up visions of officers filling in forms in triplicate before allowing their men to fire). While the computer makes its calculations it treats the player to a virtuoso display of random numbers, just to prove it hasn't frozen. When a unit fires, the screen scrolls to its target and the player is informed of the type of fire - mortar bombardment, rifle fire, or the classification number of the tank gun involved - its accuracy on this occasion, and, if the target is hit, the result. Most of the time, nothing happens; the accuracy rating of much of the firing is low. Attacking armoured vehicles with rifle fire is predictably pointless, for even if the tank is hit the bullets merely bounce off. When a tank is successfully attacked the location of the damage is specified, although it is possible for a unit to be completely destroyed by a lucky first hit. Infantry units suffer loss of men.

One defect of the combat phase is the fact that the attacking unit is not identified. Another is that it tends to be slow. There is an option to speed up or slow down the message display, but this is not a practical solution to the problem; speeding up the displays to the point where they become unreadable, or at least uncomfortable to keep up with, is a bad idea. It is the sheer number of messages which can cause the phase to drag, and most of these report on attacks which were unsuccessful. There is much sound and fury signifying nothing. It is also rather too easy to forget to press the 'O' key, and find oneself launched into another combat phase without a pause to give orders or assess the situation.

A full 60-turn game, taking advantage of every orders phase, lasts for a very long time and gives the player the chance to get lost in the detailed delights of small unit strategy. I would reiterate that this is certainly a game which will only be fully appreciated by those with a specific interest in tanks and their historical use and construction, and though it does provide an acceptable small-unit battle-scale strategy game, the average wargamer is liable to be daunted by the sheer mass of technological data. But it is hard to imagine a more comprehensive small unit simulation, and anyone who is interested in the subject would find it a thoroughly worthwhile purchase.



PRESENTATION 85%
The usual substantial SSI packaging, professionally superb rulebooks and faintly naff screen presentation.

GRAPHICS 61%
Functional and representational, but little care has been taken to make them look attractive.

RULES 91%
Exhaustive, with well-written and thorough descriptions of the game procedures and seemingly endless tables of statistics.

AUTHENTICITY 95%
Impeccable, as far as I'm aware!

PLAYABILITY 72%
The complexity of the rules hinders playability slightly - this is not a 'pick up your joystick and walk' game.

OVERALL 78%
Excellent for those with an interest in small-unit mechanised warfare.



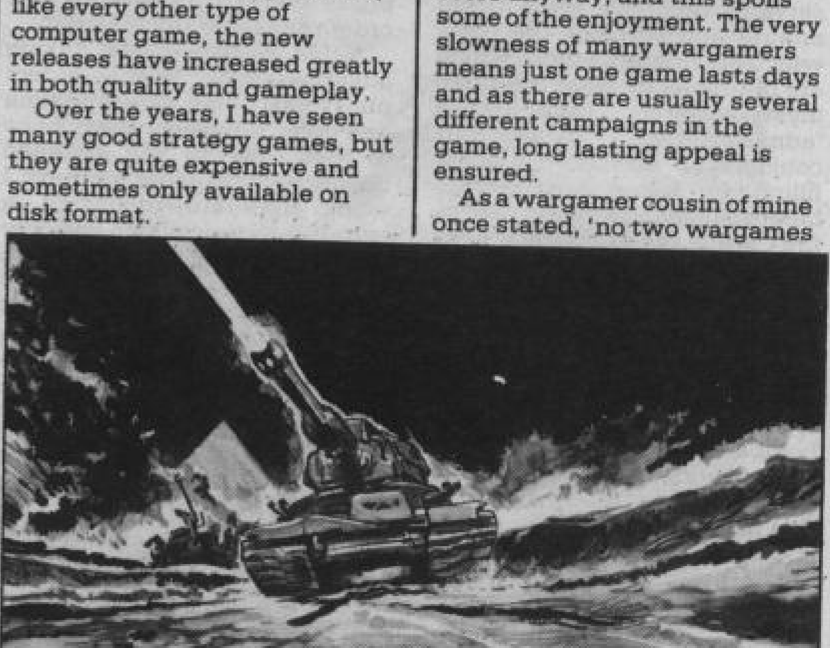


DESPATCHES

THE RIGHT STUFF

Dear Philippa,
I have been an avid wargamer for many years now, having been introduced to this hobby after buying both *Johnny Reb* and *Special Operations*. Since these early basic programmes, like every other type of computer game, the new releases have increased greatly in both quality and gameplay.

Over the years, I have seen many good strategy games, but they are quite expensive and sometimes only available on disk format.



The 'Trans-Atlantic Simulations' were a very good buy but, although more were released, I only saw three such games – even the new PSS Classics seem very few and far between. My brother (who is a 'Clever Contact' in this magazine) has bought most of his adventures because they were released as budget titles. The only strategy budget games I have seen are Mastertronic *Invasion* and *D-Day*. The latter, however, has not yet been released for the Commodore 64.

As you can see there are very few good strategy games at low prices, and many software companies ignore them altogether. This 'prejudice' towards wargames is even shown in some magazines (excluding ZZAP!) who do not believe that there are enough wargamers to make such a column worthwhile.

All this seems quite unfair, because wargames are just as popular as many other types of game. Okay, so what if everything moving is not zapped within a few seconds, dealing with military problems like supplies, moral and reinforcements exercises the brain more than wrestling with a joystick all day. Many arcade players just play to beat a high score anyway, and this spoils some of the enjoyment. The very slowness of many wargamers means just one game lasts days and as there are usually several different campaigns in the game, long lasting appeal is ensured.

As a wargamer cousin of mine once stated, 'no two wargames are ever the same'. This is in fact true, as clever computerised opponents will constantly change their tactics, meaning a player will have to do so also. I believe that many people dare not attempt to play wargames because they fear they are not made of the 'right stuff', and believe the set challenge is too tough to complete.

If any of these people are reading this letter, I will give the following advice:

1. Never criticise a game before you try it - you may be pleasantly surprised!
2. If you enjoy one wargame, you will be hooked and try to find another to play.
3. Many wargames have so many features that it takes years for all to be used and found out.
4. Unlike other games, wargames cannot be given cheats, pokes or entire solutions – as much is given to chance and the player's ability, only strategy hints can be offered to help the wargamer.

By the way, keep up the good work in ZZAP! 64. Other magazines, when they see the success of your section, may be encouraged to start one of their own. Let's hope so!

Stuart Neil Hardy, Sheffield.

It's a sad fact of life that there are few tape wargames available for the Commodore, and even fewer good ones! A disk drive is an essential purchase, but this is useless advice to the impoverished. The following letter brings up the same point.

PI

REBEL WITHOUT A DISK DRIVE

Dear Philippa,
I have recently bought a C64. On my old Spectrum I had a number of strategy games, my favourite being *Rebelstar Raiders*. My problem is that I do not know much about strategy games on the C64. I read in Issue 40 of ZZAP! that *Chaos* – which was one of my favourite games on the Speccy – is not available on the C64. But then you said *Sorceror Lord* is a fantasy strategy game. Could you please tell me who *Sorceror Lord* is by, and how I can obtain a cassette version of it?

In closing, could you tell me if *Rebelstar Raiders* is available for the C64. If not, could you tell me of a good strategy game on cassette which is similar to *Rebelstar* and how I can obtain it?

Ben Carless, Long Itchington

I'm afraid that, as far as I'm aware, Rebelstar Raiders *is not available for the Commodore. I would recommend* Sorceror Lord, *which is published by that admirable bastion of tape wargaming, PSS. They will be happy to send you a copy by mail order if you can't find one in your nearest computer shop.* Rebelstar *is a unique game with no known imitators, but you might like to try a fantasy fireballing game called* Arena *by a small company, Cult.*

PI



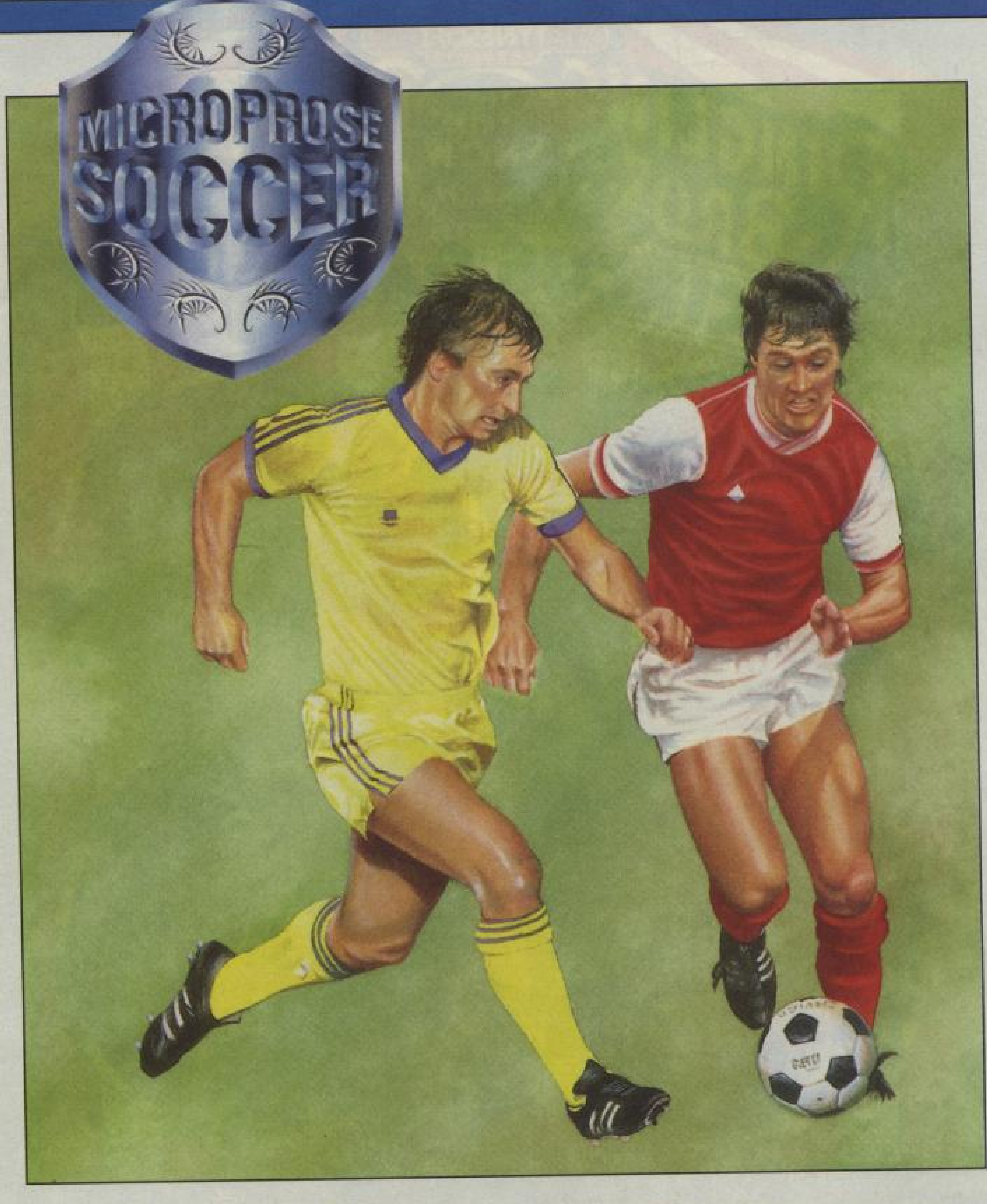
TACTICS

At last, a reader has contributed some tips of his own for this column. Russell Varley has some ideas about how to follow *Theatre Europe* through to a successful conclusion.

If you take the side of NATO, the best strategy is to stand firm in your own territory. Take the risk of using the two available nuclear strikes to eliminate the most powerful northern units of the Soviet army, and alternate the NATO units constantly, to keep the war even. US units can be drafted in to help those in the north if losses up there are great, while the Italian units should be moved across the Alps to give assistance to the southern units. Otherwise, it's just a matter of sitting tight for 30 days 'until the politicians sort it out'.

The best strategic weapon to use is the Assault Breaker. Chemical strikes should be avoided altogether and you should never exceed two nuclear attacks, or you risk provoking 'Fireplan First Kiss'.

When playing the USSR, amass your troops along the southern German border and use the two nuclear strikes to eliminate the US divisions. The way is then open for a full-scale invasion of South Germany; when you have occupied the south, fan northwards to France and Belgium. This should ensure victory.



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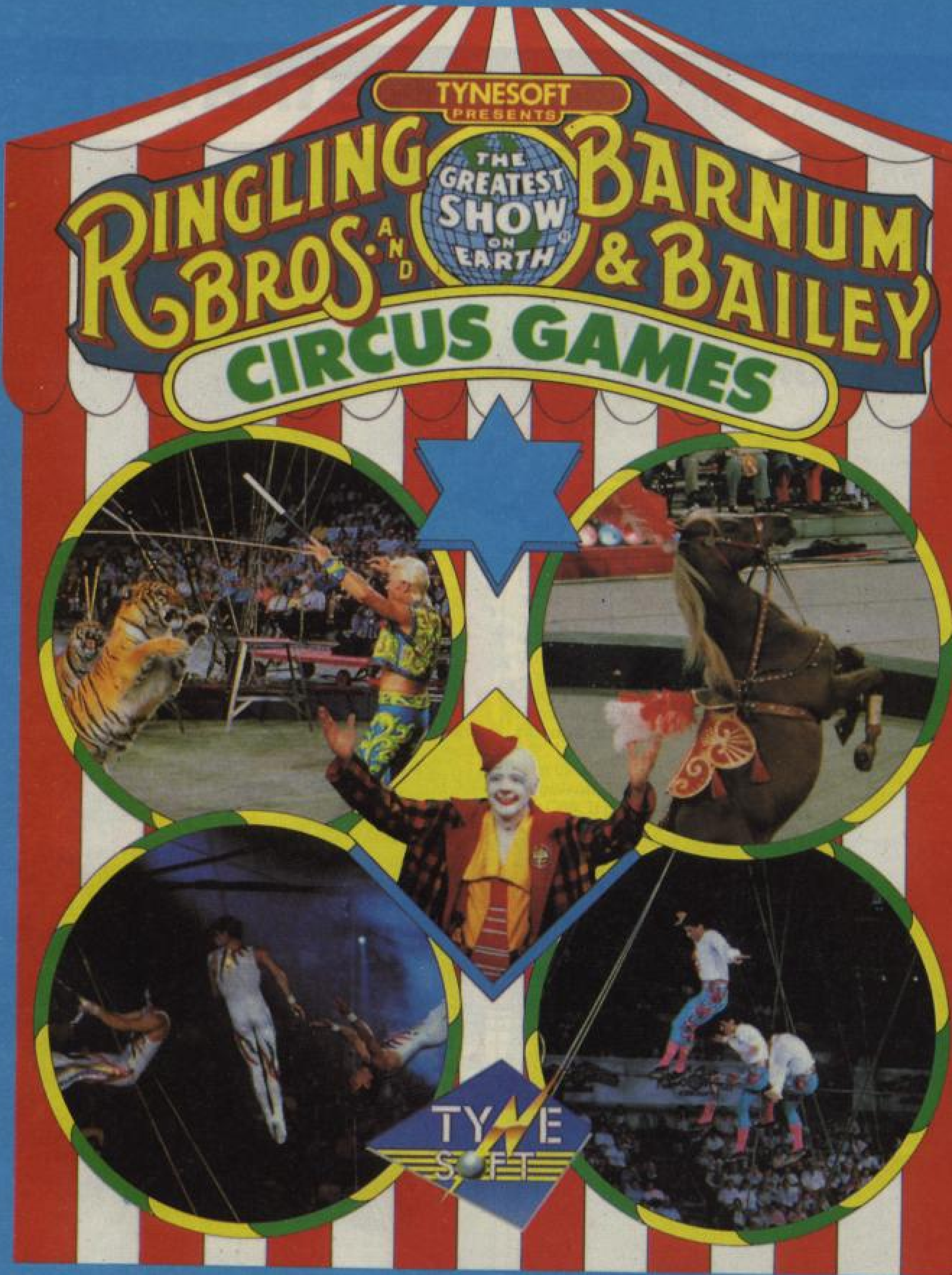
What's the score with MicroProse Soccer? It's a winner.

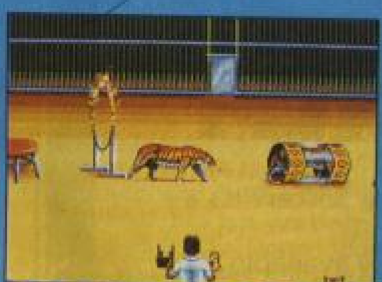
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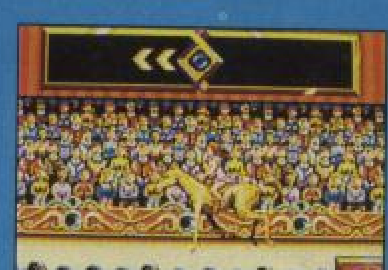
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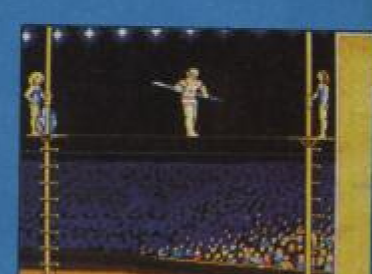
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MENACE

Psyclapse, £19.95 disk

Destroy the planet Draconia? Me, li'l ol' PG? How'm I supposed to do that? Oh, yeah . . . Yeah, I see . . . The only way it can be done is if some, ah, brave – did you say 'brave'? – right, *brave* person gets into a tiny, quite staggeringly *small* one man fighter and blasts seven shades of sunlight out of anything that moves. And I'm supposed to do this with a 30kW pea-shooter laser, am I? Yep, I see.

Look, how many times do you want to check I was listening at the briefing? OK, OK – I'll go through the history lecture one more time. Draconia's an artificial planet built by the combined forces of six exiled dictators who populated it with all the most belligerent and slimy creatures in the galaxy. The planet is now being used as a base of operations for piracy and . . . er . . . all sorts of other illegal stuff. How's that?

Yeah, right, now can we talk about bumping up my armament to some, ooh, I dunno, a quad-kill particle howitzer? How about some thermium cluster bombs? Firelance homing missiles? No? So how am I supposed to get out alive? Matter convertors – what are they? Oh, I get it. I just destroy a formation of aliens, then blast away at the debris and it turns into extra equipment. So what can I pick up? Oh, thanks – a list. Lemme see – rapid-fire cannons, lasers, outriders, extra thrust, temporary force field and shield recharge . . .

Well, OK, that doesn't sound too bad, I suppose. How do I get to Draconia, then? In a WHAT? In the mouth of an Aldabran Space Slug?! Oh, just great! JUST GREAT!! And I suppose you'll be beside me all the way as usual, watching the scenery scroll sideways across your little monitors . . .



▲ Dennis would have traded in Gnasher for a piece of hardware like this



Yeah, so Maff wanted this in the Challenge, and then he goes and finishes second! Huh! I wanted him to choose StarRay myself, 'cos I'm dead good at that – but this is all beside the point. The main fault of Menace is that there just isn't enough of it – at £24.95 there should be more than just half a dozen levels, however beautifully they're designed (and believe me, some of the end-of-level aliens are *superb*). For a tenner or even fifteen quid, this would have been brilliant – as it is, try before you buy, because your money might not last that long.

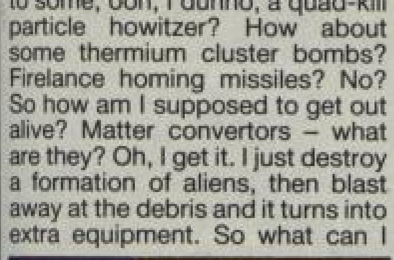


Shoot 'em ups don't come looking much better than this – right from the superb opening graphics and bass guitar chords, you know you're in for a bit of classy blasting. Menace's graphics and sounds are indeed superb, but it has to be said that after several runs through the first few levels, the laser-show gameplay doesn't quite live up to the polish. Almost, but not quite. The problem is that, even on Expert level, when you're not allowed to touch the scenery, the fleet of fire-button-finger can make mincemeat out of wave after wave of aliens with not a lot of practice. From then on it's easy to keep the ship stocked up with lasers, cannon shells and even shields. The fact that there are only six levels and the availability of a restart option mean that you'll soon see pretty much all of the game, and then you'll only be coming back to the game to beat previous high scores. That's fine by me, but if you're after vast tracts of space to explore, you may be disappointed.





▲ Hurry up! Get yourself some ammunition, quick!





The various screenshots of Menace that are currently knocking around fair made my trousers yearn for the lavatory, but when I first saw the actual game I was a bit bored by it. Something about it must have stuck in my mind because I found myself coming back for another game time and again. It's a definite grower! The programmers have sensibly put the better graphics towards the end of the game, giving you something to aim for. Not to say that the graphics of the earlier levels aren't good, they're very good indeed, it's just that they get *better* towards the end! The music and sound effects are of a very high standard and complement the action very well, especially the speech telling you what you've picked up. Menace will appeal to all shoot 'em up fans and I daresay the odd casual blaster will enjoy it too. I've played it so much that I've decided to use it as my chosen game in the Inter-magazine challenge! High praise indeed . . .

PRESENTATION 83%
Excellent presentation graphics, two skill levels, a continue game feature and a good add-on selection system.

GRAPHICS 90%
Variety of gorgeous visuals and terrific end of level beasts.

SOUND 93%
Terrific ('triffic) rock soundtracks play throughout.

HOOKABILITY 90%
Brilliant graphics and addictive blasting grab you from the moment you pick up the joystick.

LASTABILITY 69%
Only six stages, which aren't too difficult even on the expert level. The game continue option doesn't leave much to the imagination.

OVERALL 79%
Nicely done, but a bit easy.

16-BIT SIZZLER



●Even more playable than the 64 version! Waaah!

Cybernoid

Hewson, £19.99 disk

You are the kind of person that lives on the edge; living for danger, excitement and money. In fact as much money as possible. In other words, you're a mercenary, OK?

All is not well within the Federation at the current time. Now under normal circumstances this would not bother you in the slightest, but when you discover that the Federation are offering a great sum of money for a pilot to fly a special mission, how can you refuse?

Only after agreeing to the mission, you discover the nature of the troubles and your involvement in the affair. Pirates have invaded several Federation depots stealing precious jewels and supplies, setting off all the automatic defence systems in the process. You must jet off to the depots and shut down the defence systems, destroying pirates and collecting treasure as you go.

The depots' defences are extremely efficient and could knock the nuts off a fly at ten yards away. Also, they're not averse to removing parts of mercenary pilots and will hurl all sorts of death at you. Luckily you have the power to fight back. You are flying *Cybernoid* – the ultimate fighting machine!

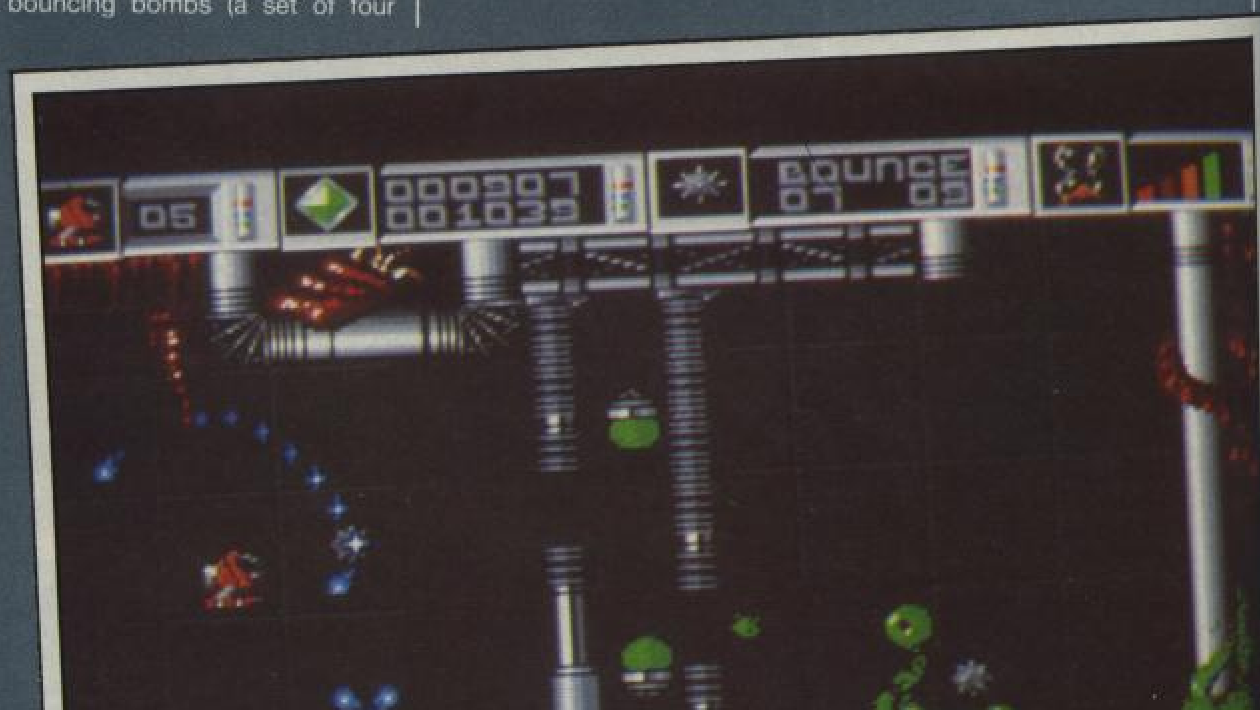
Readily at your disposal you have lasers (standard guns), bombs (single-shot, can be launched upwards or downwards), mines (hang in the air and destroy pirates that touch them), bouncing bombs (a set of four



I'm afraid to say that I didn't agree with the original ZZAP! review of the 64 Cybernoid, because it was just too difficult to be playable. Now Hewson have released the Amiga version and not only are the sound and graphics better, the gameplay has been much improved. It's actually possible to complete! The sprites and background are very colourful, with some marvellous use of shading, and the amount of sprites on screen gives a frenetic feel. The sound's really good too, but it's a little on the sparse side – the odd tune or two wouldn't go amiss. Grumbling aside, Cybernoid is an excellent 16-bit conversion, greatly improving on the 64 incarnation. Buy it today! Unless, of course you haven't got any money or the shops are shut or they haven't got it in or . . . (give over! – Ed).



▲ Hewson's *Cybernoid* – more chances to get yourself killed than in a bubble car on the M4



▲ Come on, get your act together – blast those pirates to Kingdom come (oo-er)





▲ Phew! the end of the level. Let's hope you got enough treasure because you sure could do with that extra life

I really liked the 64 version of Cybernoid**, as you may have seen in the review, but I have to say that the Amiga version is better. The graphics are better, being more of a representation of the ships on the original packaging. The sprites are also smaller, giving you a much less claustrophobic feeling. The sound is well implemented, but I would have liked to have heard more effects implemented or failing that some music. The playability has been enhanced, due to the increased playing area and easier to pass aliens, meaning that you'll come back to the game more often.** Plus **there are more levels on the Amiga version! How's that for value for money! No? Oh, suit yourself then . . .**



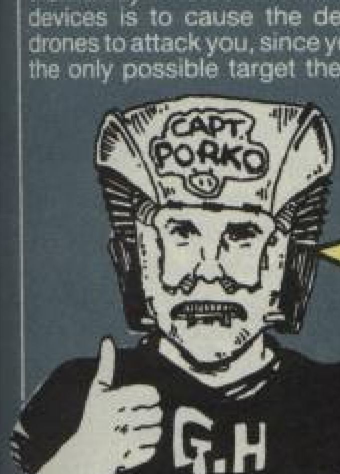


▲ Aargh! Time for a bounce bomb, mate

bombs that bounce off walls blasting everything they touch), seeker missiles (home in on the nearest large target) and a shield (for getting out of tricky situations). All these (with the exception of lasers) are limited, but can be replenished by picking up pods on the way. Watch out, too, for the extra weapons such as circling drones and tailguns, which can be automatically retro-fitted to your ship by way of the everything-compatible FWF (Federation Weapon Frame).

On reaching the first depot, you realise that the pirates have developed a 'shield and cloak' device to protect them from the Federation Defence systems, so it's completely up to you to blast them away. Another effect of these devices is to cause the defence drones to attack you, since you are the only possible target they can locate. You've got to destroy them before they destroy you.

Shooting pirate ships causes them to drop their cargo of jewels and precious items, ready for you to pick up. If you manage to pick up enough treasure and shut down the systems, you can teleport the treasure to Federation headquarters. The Federation chiefs will consider that they have regained enough to cut their losses and run, so you are given a credit bonus and a new ship to spare, ready to jet off to the next depot. But be warned, this time the pirates will have alerted their allies, and they're ready for just about anything – even a rough, tough macho kinda guy like you . . .



I didn't think it possible, but Hewson's Amiga conversion of Cybernoid **is even better than the 64! If there was anything wrong with the 8-bit versions it was the difficulty level, which led to many hours of hair-tearing frustration and monitors almost being kicked in. This, however, is just right – the tight spaces aren't quite as tight and the alien bullets are more easily avoided. That's not to say it's not tough – apart from the fact that there are almost twice as many screens, the aliens swarm onto the screen trying to kick seven shades of sunshine out of you right from the start. Hewson are keeping up their record of quality games with a couple of superb conversions this month – if you can stump up the cash, buy both.**

PRESENTATION 68%
There's quite a nice highscore table, but not enough options.

GRAPHICS 94%
Wonderful use of colour and shading on sprites and backgrounds alike.

SOUND 71%
Really good spot effects, but no music in the game itself.

HOOKABILITY 92%
It's tough . . . but not that tough! Instantly playable.

LASTABILITY 95%
Lots of screens and enough playability to keep you hooked for a long time (and that's saying something!)

OVERALL 93%
A very high quality shoot 'em up which is a great improvement over the 64 version.

Star Goose

Logotron, £19.95 disk

Scouser-Gitt, probably the best, but most unemployable, one-legged space fighter pilot this side of the Orion Nebula, has got a job. All he has to do is pilot his Star Goose fighter over the eight vertically-scrolling surfaces of the planet Nom's supply rings, collecting six precious crystals as he goes.

The Noms are not ones to leave their crystals unprotected, though. The Chief Nom has posted his best Nom warriors in strategic positions on the rings' surface, where they can use Nom missiles and Nom Heavy-Light blasters to knock seven shades of Tipp-Ex out of Scouser-Gitt and his ilk – unless he can do it to them first.

To deflect Nom projectiles, the Star Goose comes with a handy deflector shield which requires constant topping up as it takes hits. Energy, shots and missiles can be replenished by flying through tunnels on the ring's surface and collecting large stone eyes. Doesn't life get weird now and then?



I settled down with the joystick, sure that any game with such an unlikely title had to be good. Wrong: Star Goose **is a pretty average vertically-scrolling blast. There's very little variation during or even between levels, the only real event being to enter the 3D eye-collection sequence – and even that just isn't exciting. The game is well catered for graphically, but the music sounds just like an ST. A great disappointment after** Star Ray.



The package claims that Star Goose **is 'the first truly original vertical scroller in years' – but after the impressive opening sequence, I was shocked to find this was really nothing special at all. I found play really bland, not to mention difficult. My past experience with shoot 'em ups compelled me to get the Star Goose going at a moderate speed, but this only made crashing inevitable. In fact, your only real chance in the game is to fly at very low speeds, and this draws the levels out longer than my patience could stand.**



▲ Geese in spaaaaace! And we wish they'd stayed there



PRESENTATION 77%
Nice opening sequence and the expected options. Free poster.

GRAPHICS 69%
Crisp sprites and good hilly landscape representation but not a lot of variety.

SOUND 38%
ST standard tunes and spot FX.

HOOKABILITY 45%
First impressions are favourable, but . . .

LASTABILITY 35%
. . . little graphical or gameplay variety between levels leads to intense tedium.

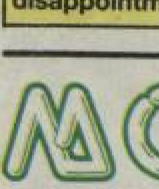
OVERALL 37%
A nicely presented but terminally dull shoot 'em up.

Motorbike Madness

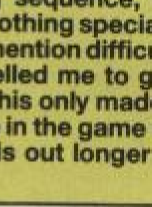
MAD, £9.99 disk

Cue Peter Purves: ' . . . and there goes Roger, carefully lining up his bike with the very slippery pole over the pit . . . aaaannnddd . . . Whoops! Down he goes into the poison-tipped spikes! Well, it looks like he's out of the competition . . . '

Now the armchair leather boy can enjoy the thrills and spills of motorbike trials in a vertically-scrolling downhill race. Drive your slightly mean machine (with limited fuel) against the clock over such diverse obstacles as jumps, bumps, hills, tyres, ladder bridges and VW Beetles, all of which are portrayed in glorious isometric3D-o-vision.

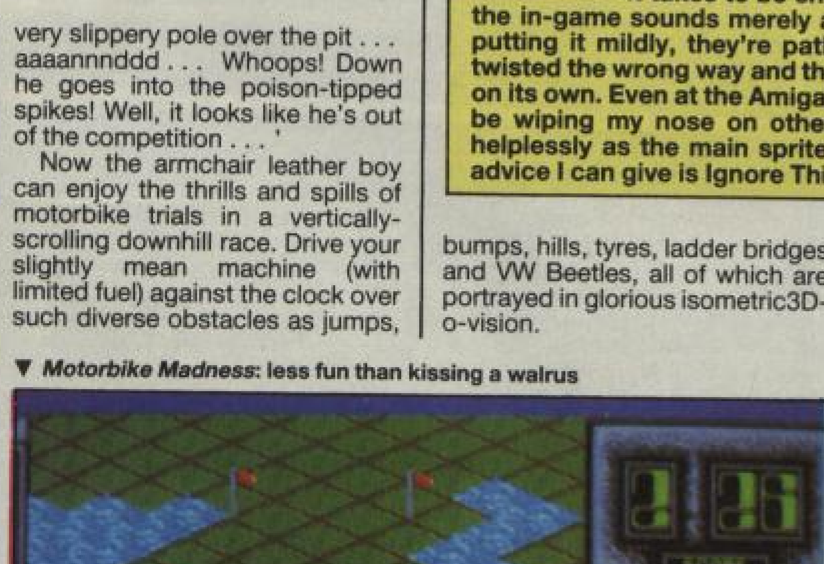


The idea for this game is really good – a sort of 3D Kikstart **– but I'm afraid the execution is very disappointing. Most of the problems stem from the control method, which uses forward and back on the joystick to accelerate and decelerate – as if you were on the bike – but try to steer as if you were behind the handlebars and you go in the wrong direction. What's worse, the program doesn't allow you to steer the bike up the screen at all, so if the ropey steering causes you to miss a ramp or bridge you can't turn round and correct your mistake, and you're forced to crash! Ten quid might be budget price, but it's still enough to stop me recommending this.**



As the pleasant title tune began playing before the loading screen appeared, I thought that this would be quite a well designed and implemented game. Klutz city! Motorbike Madness **just doesn't have what it takes to be entertaining. The graphics are bland, the in-game sounds merely average and the controls . . . well, putting it mildly, they're pathetic. The steering appears to be twisted the wrong way and the bike seems to want to wander off on its own. Even at the Amiga budget price of a tenner, I'd rather be wiping my nose on other people's sleeves than watching helplessly as the main sprite careers off into a river. The best advice I can give is Ignore This Game.**

▼ *Motorbike Madness*: less fun than kissing a walrus



PRESENTATION 45%
Good screen layout, but essential practice option mentioned in the instructions doesn't exist.

GRAPHICS 51%
Reasonable sprites and landscapes, but the interaction between the two isn't very realistic.

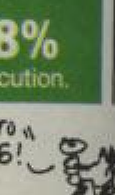
SOUND 59%
Good intro tune but effects are weak.

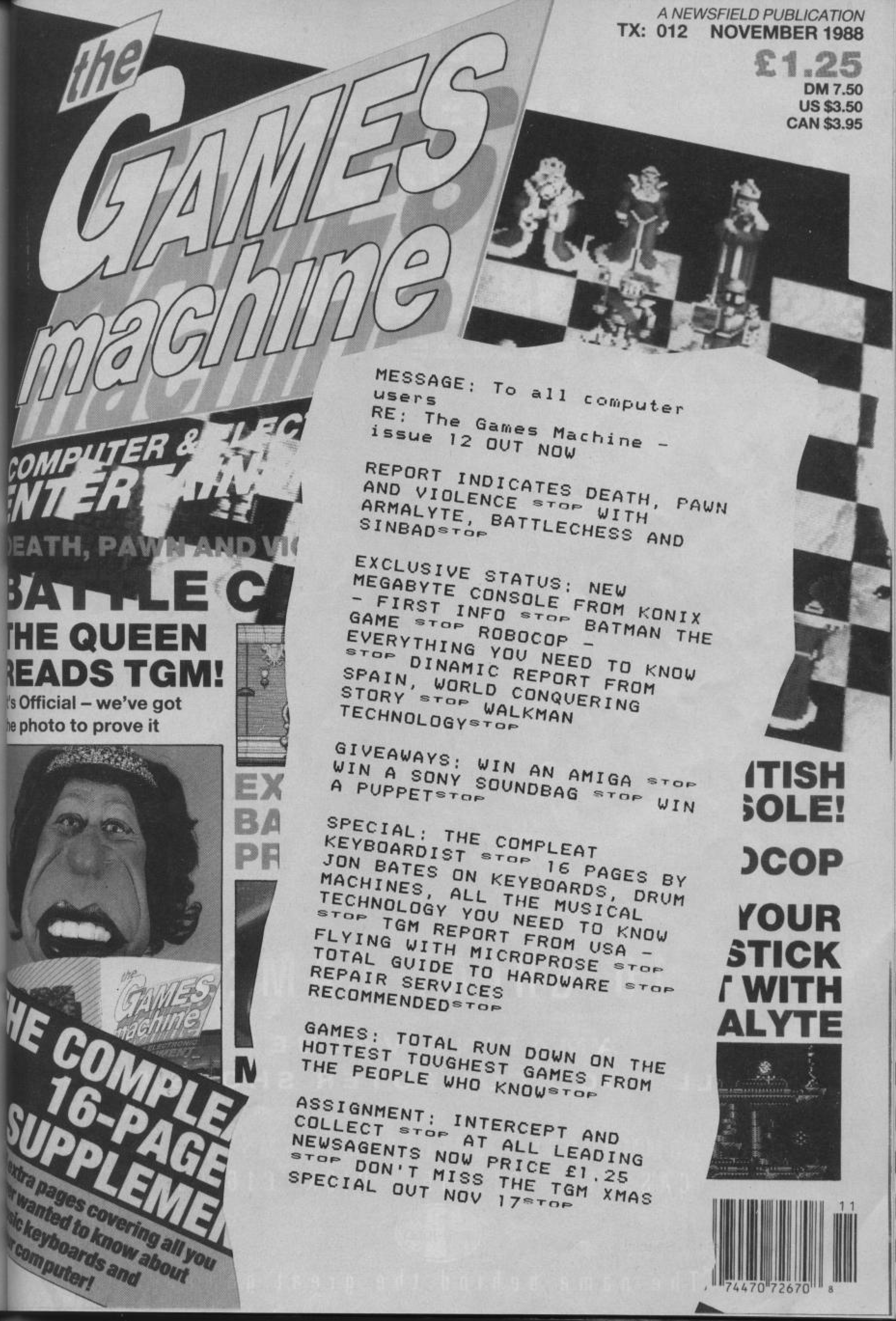
HOOKABILITY 40%
Awful controls are an instant turn-off.

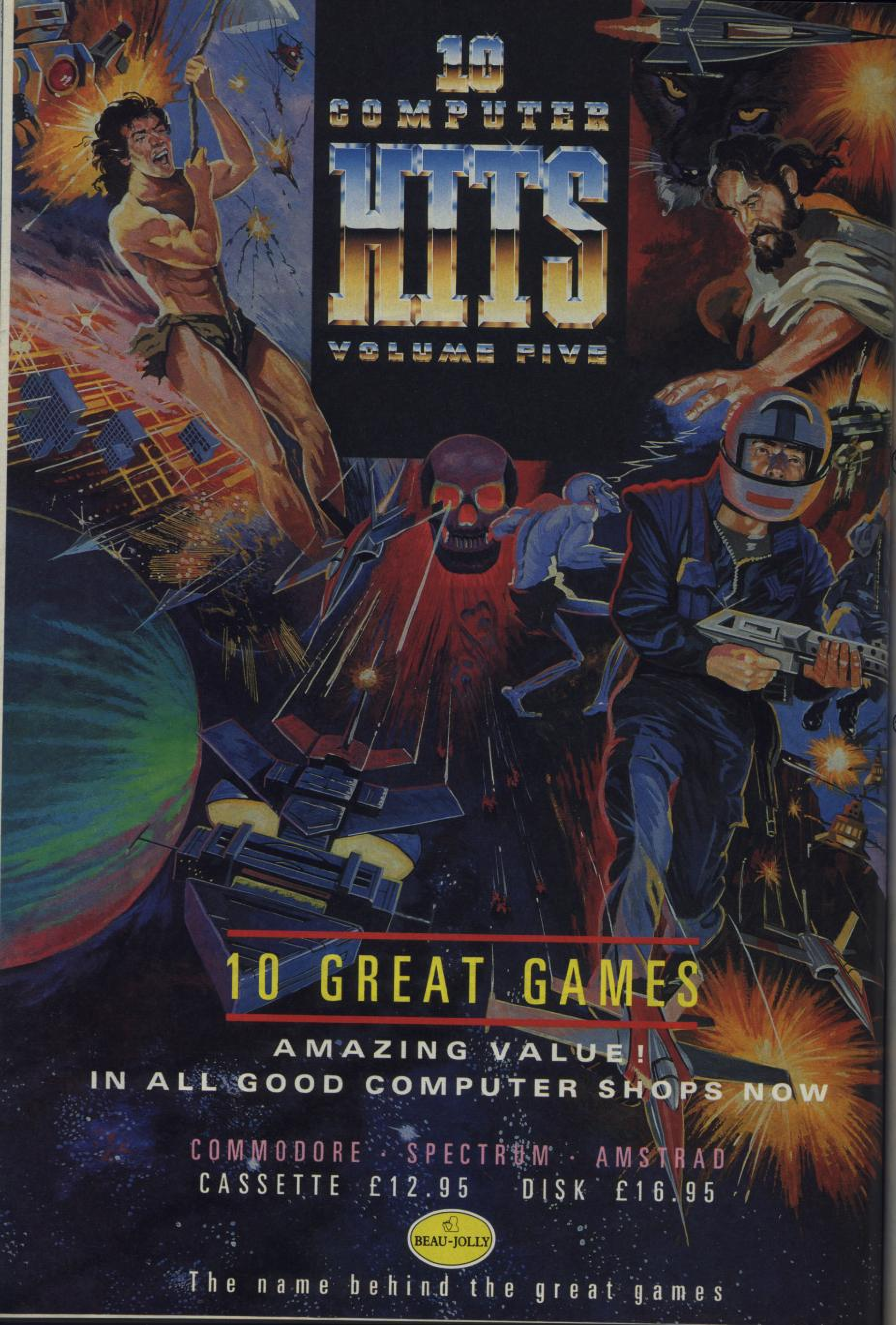
LASTABILITY 25%
Poor programming makes the game unplayable.

OVERALL 28%
Good idea, terrible execution.

„BURN ONTO PAGE 196!"




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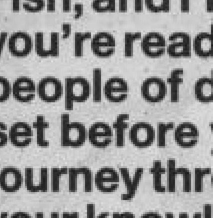
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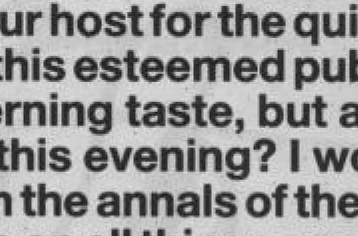


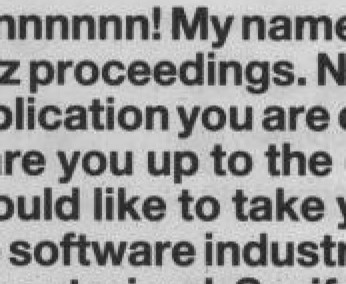
Hello Laaayydeees and Gentlmennnnnn! My name's Ken D Fish, and I'm your host for the quiz proceedings. Now, since you're reading this esteemed publication you are obviously people of discerning taste, but are you up to the challenge set before you this evening? I would like to take you on a journey through the annals of the software industry and test your knowledge on all things computerized. So, if you think you're up to the test, STEP FORWARD . . . !

PART ONE: 'I'm sure I've seen that somewhere before . . . '

In this section, you must use your eyes and your memory to discover the games in the screenshots. Only a snippet of each screen is shown, so get those optical and cerebral cells working and spot those screens!

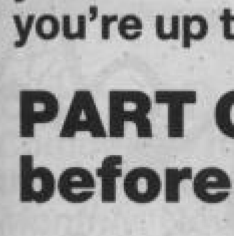
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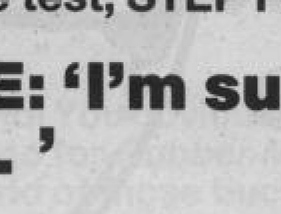
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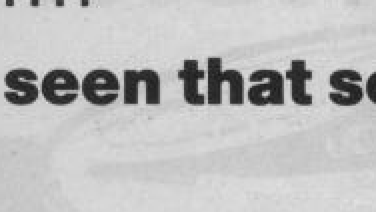
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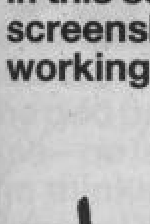
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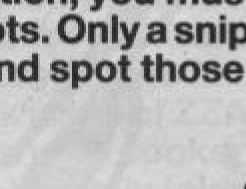

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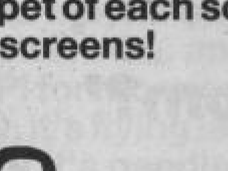
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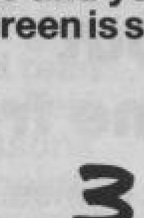

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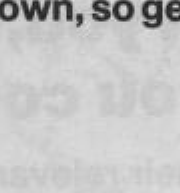

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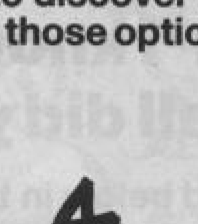

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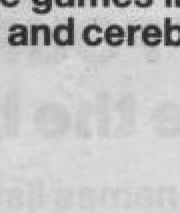
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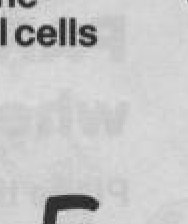
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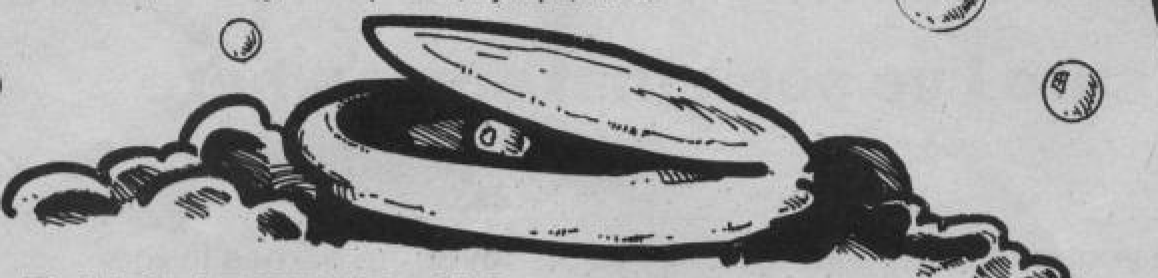
▶

THE MASTERBLASTER QUIZ 1988!

PART TWO: 'Wait a minute! What's this doing here?'

In these lists, all the items have something in common . . . except one. Spot which is the odd one out in each list to score.

1. Fish, Guild of Thieves, Corruption, Lords of Time, Jinxter.
2. Sanxion, Delta, Skate or Die, Commando, Quedex.
3. Overlander, Katakis, Great Giana Sisters, Sarcophaser, Who Dares Wins.
4. Ghosts 'n' Goblins, Bionic Commandos, Side Arms, 1943, Black Tiger.
5. Final Lap, Toobin', Salamander, Side Arms, Vulcan Venture.
6. Menace, Star Ray, Sarcophaser, Zynaps, XR-35



PART THREE: 'I know you – you're . . . er . . . Whatsisname'

Identify the main character from the games listed.

1. Nebulus (Hewson)
2. Barbarian (Psygnosis/Melbourne House)
3. Fairlight (The Edge)
4. Arc of Yesod (Thor)
5. Tir Na Nog (Gargoyle Games)
6. Blackwyche (Ultimate)
7. Crystal Castles (US Gold)
8. Gnome Ranger (Level 9)
9. Infiltrator (US Gold)
10. Frostbyte (Mikrogen)



PART FOUR: 'I know you, but where the hell did you come from?'

Place the names listed below in their relevant games.

1. Bub and Bob
2. Ryu
3. Tal
4. Oolong
5. Jaysan, Katra and Agro
6. Sir Galahad
7. Brad Zoom
8. Commander Jameson
9. Paul Kersey
10 Major Alan 'Dutch' Schaefer

PART FIVE: 'Well, initially . . . '

Work out the games from the initials and the game elements listed.

1. DOTC – Horses, castles, armour, swords
2. EFSC – Boulders, horse, rushing river
3. IA – Gilby, Bo-Lyk birds, Bleurgh faces, Camels
4. TOTB – Trainers, hoops, nets, boards
5. DTOC – Weights, trainers, Lucozade
6. ABCC – Motorbike, building site, lake
7. IBTMC – Balls, stumps, pads
8. BDCK – Rocks, diamonds, walls, amoeba
9. IJATTOD – Thugees, snakes, ladders
10. LCPDK – Dogs, piano, TV

THE ANSWERS

(No peeking!)

PART ONE: Score two points for each answer

1. Rogue Trooper (Pirahna)
2. 4th and Inches (US Gold)
3. Nonterraqueous (Mastertronic)
4. Stealth (Ariolasoft)
5. Hopping Mad (Elite)
6. Lords of Midnight (Beyond)
7. Biggles (Mirrorsoft)
8. Skate Crazy (Gremlin Graphics)
9. Ghosts 'n' Goblins (Elite)
10. World Games (US Gold)
11. Hunters Moon (Thalamus)
12. Geoff Capes' Strongman Challenge (Martech)
13. The Adventures of Bond . . . Basildon Bond (Probe)
14. William Wobbler (Wizard)
15. Red Moon (Level 9)
16. Zenji (Firebird)
17. Law of the West (US Gold)
18. Aliens (Electric Dreams)
19. Warhawk (Firebird)
20. Knight Games (English Software)

PART TWO: Score five points for each answer

1. Lords of Time is from Level 9, the rest are by Magnetic Scrolls.
2. Quedex has music by Hagar, the rest are by Rob Hubbard.
3. Sarcophaser. The rest were the subject of some legal proceeding or other.
4. Ghosts 'n' Goblins is converted by Elite, the rest are Capcom/Go!
5. Vulcan Venture only has one player on screen, the rest have two player simultaneous action.
6. Star ray scrolls in two directions, the rest only scroll right to left.

PART THREE: Score two points for each answer

1. Pogo
2. Hegor
3. Isvar
4. Charles Fotheringham Grunes
5. Cuchulainn
6. Sir Arthur Pendragon
7. Bentley Bear
8. Ingrid Bottomlow
9. Johnny 'Jimbo Baby' McGibbits
10. Hickey the Kreezer (honest)

PART FOUR: Score two points for each answer

1. Bubble Bobble (Firebird)
2. Streetfighter (Go!)
3. Sacred Armour of Antiriad (Palace)
4. Yie Ar Kung Fu (Imagine)
6. Firelord (Hewson)
7. Better Dead Than Alien (Electra)
8. Elite (Firebird)
9. Deathwish III (Gremlin)
10. Predator (Activision)

PART FIVE: Score two points for each answer

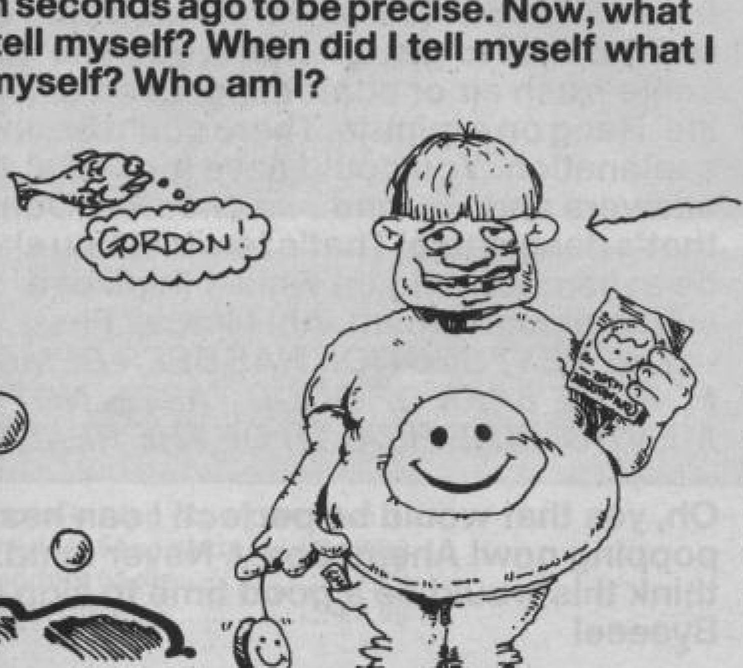
1. Defender of the Crown (Mirrorsoft)
2. Escape from Singe's Castle (Software Projects)
3. Iridis Alpha (Hewson)
4. Two on Two Basketball (Activision)
5. Daley Thompson's Olympic Challenge (Ocean)
6. Action Biker: Clumsy Colin (Mastertronic)
7. Ian Botham's Test Match Cricket (Tynesoft)
8. Boulder Dash Construction Kit (Databyte/First Star)
9. Indiana Jones and the Temple of Doom (US Gold)
10. Little Computer People Discovery Kit (Activision)

HOW DID YOU DO?

0 to 20:

Completely hatstand! You obviously mistook the ZZAP! cover logo for *Rubber Manacles Monthly*. Now get rid of those buckets of custard and treat your fish with more care. Take him for walks, feed him chocolate drops let him sleep by the fire and maybe he'll give you the odd massage in return. Oh, and read the odd back issue of ZZAP! for more cookery tips – no, sorry, no cookery, it's flying lessons I'm thinking of. Only joking! It's needlepoint. Hahaha! Well, you know it's all this computer game malarky. Read it and learn . . . how to cook. *Noooo!* Did you know that the goldfish only has a seven second memory? I did but I forgot until I told myself just now. About seven seconds ago to be precise. Now, what did I tell myself? When did I tell myself what I told myself? Who am I?





21 to 70:

Have you got an Amstrad or what? Read the cover carefully. Zer-Ah-Per-Per . . . oh you've got a Commodore. Well, what's wrong with you? Still playing *Boogaboo the Flea* and *Moon Shuttle*? Oh you are. Sorry. This is just not good enough you know. You've really got to do better. Now if you flick through the magazine . . . not yet! COME BACK! You don't even know what you're looking for! Find the back issues bit, send off some money to the respective address, wait for the mags to arrive and learn-learn-*learn*. And when you've learnt try the quiz again. Oh, this was your fourth go. Never mind, go back to bed and hope that everything goes away. Particularly those Zebras. ▶

THE MASTERBLASTER QUIZ 1988!



71 to 120:

This is more like it! You can obviously hold your own in any conversation about Commodore computer games. That is if you take your Walkman headphones off for long enough to hear what anyone else is saying because your such a cool froody dude. Come to think of it, how did you manage to read this through your cool shades? You are the type of person who makes sure they're up with the rest of the crowd, but doesn't let the computer world possess them (Possessed? Me? Hehehehheeeheeehaahaaahaaaaa!. Not really). You're probably busy out buying cool clothes or listening to cool music or . . . or . . . something else that cool froody dudes do. Take care, maaaan, and watch that haircut!



121 to 130:

Well, I must say that I'm amazed that you managed to tear yourself away from your computer long enough to attempt this quiz! I bet you can work out the number 2,387,401 in binary in about four seconds as well! You really ought to get out more, you know. Get some fresh air or something. Lead a *normal* life. Hang on a minute. There could be another explanation. You could have looked at the answers and . . . and . . . *cheated!* Ooh, that's despicable! That's terrible! You should be ashamed! Hold on while I think of a suitable punishment. Ah! I know! First, – *(THE NEXT SECTION HAS BEEN REMOVED FOR THE SAKE OF GOOD TASTE, NOT TO MENTION THE HEALTH OF THE READERS!)* –

Oh, yes that would be perfect! I can hear the popping now! Ahem. Sorry. Never mind. I think this would be a good time to sign off. Byeeee!



Commodore 64 screen shots.

HANDLE WITH -CARE-

Soon to be hitting your screens on . . .
Commodore 64 cassette £9.99
Commodore 64 disc................ £12.99
Spectrum cassette..................... £7.99

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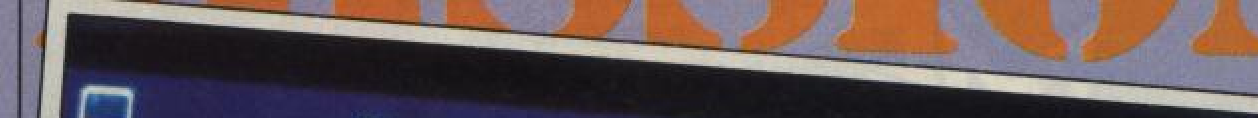
FIREBIRD

A LEGEND IN GAMES SOFTWARE



●Bend atoms an' all that an' everyfin'

IMPOSSIBLE MISSION II



▲ So what are you going to do now, Agent 4125? (Cue diabolical laughter)

Epyx, £24.99 disk

They all do it don't they (hey behave missus)? These evil villains always seem to reappear after their original downfall to terrorise the whole of humanity – and who is the only person that can stop their evil ways for a second time? That's right! The person that stopped them in the first place!

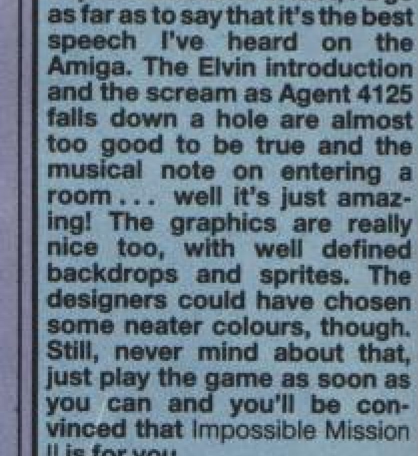
Well, it's happened again! The evil professor Elvin Atombender has escaped from prison and managed to arm himself with a deadly missile with which he is threatening to destroy the World if they don't succumb to his wishes. *Wot* a rotter, eh? But (*Cue dramatic music*), Agent 4125 comes to the rescue!

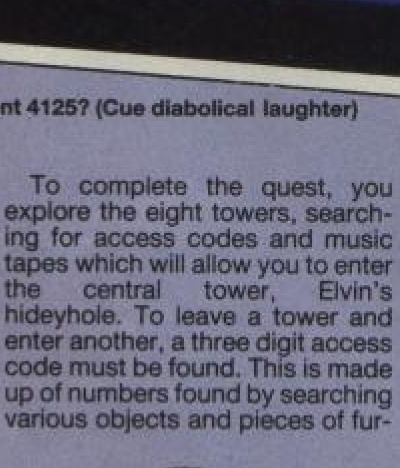
Agent 4125 prepares himself by donning his spy suit (white shirt, waistcoat and trousers) and zooming off to Elvin's base. The base itself consists of eight towers, each with their own pair of lift shafts (oo-er), which allow access to both sides of most of the rooms in the complex.

To complete the quest, you explore the eight towers, searching for access codes and music tapes which will allow you to enter the central tower, Elvin's hideyhole. To leave a tower and enter another, a three digit access code must be found. This is made up of numbers found by searching various objects and pieces of furniture, BUT not all the numbers are correct, so you must use your pocket computer to find the correct set of numbers. Woooh!

Each correct number is highlighted be the word 'correct' (obvious really) and the word 'completed' appears when the whole code is displayed. Access to the central tower is gained by blowing

I remember writing in the 64 review of Impossible Mission II **about the great improvements that had been made over the original, but nothing had been done with extra speech. Now the game has been transported to the Amiga and the speech has been improved no end. In fact, I'd go as far as to say that it's the best speech I've heard on the Amiga. The Elvin introduction and the scream as Agent 4125 falls down a hole are almost too good to be true and the musical note on entering a room . . . well it's just amazing! The graphics are really nice too, with well defined backdrops and sprites. The designers could have chosen some neater colours, though. Still, never mind about that, just play the game as soon as you can and you'll be convinced that** Impossible Mission II **is for you.**





Maybe I'm a bit strange . . . oh, alright then I *am* a bit strange, but I always found Impossible Mission **too difficult to be enjoyable, often being sent round the bend trying to sort the puzzles out. Well, I'm glad to say that I found** Impossible Mission II **quite a bit easier than the original and therefore a more pleasant gaming experience. Now Epyx have translated the game across to my favourite machine, I'm pleased as . . . as . . . as something that's quite pleased – although (here comes the bad bit) there could have been a little bit more done with the power of the machine. The graphics are very nice, but they're not brilliant; the sound effects *are* brilliant, but the tune isn't. Anyhow, despite the lack of a Gold Medal,** Impossible Mission II **is still an ace and really playable game.**



- Lift reset
- Platform reset
- Robot disable
- Timebomb (for opening safes)
- Mine
- Lightswitch
- Exit terminal

▲ **Unfortunately, you can't just get in that car and drive away – there's an Elvin Atombender to get first**

open the safes to find pieces of music tape. By recording and splicing together the relevant pieces of music, an entrance to the final tower is opened.

Also hidden in the rooms may be items which are of use to the intrepid adventurer like yourself, such as lift resets, bombs, mines and robot freezes. On the other hand, there may be nothing there, so look with care. (Woo! Poetry! Now, let's see . . . ahem . . . I wandered lonely as a bucket . . .)





▲ **The lifts give you a moment's rest from the manic platforming and puzzle solving – only a moment, mind, because the clock's ticking down all the time . . .**

It's the gameplay that makes this stand out from the crowd – and that's why it deserves a Sizzler. However, that's not to say that the rest of it isn't up to scratch – as Paul says, the speech is just about the best on the Amiga, and the graphics are well defined and brilliantly animated (shame about some of the colours, though – I sometimes thought I was playing on the PC). The reason I personally don't think it deserved the Gold Medal awarded to the 64 version is that it lacks any really outstanding qualities – the conversion is too literal. There could have been more speech, better sound effects, the tape recordings could have been better . . . But this is all griping about a game concept which is, quite simply, brilliant. Buy it!



▲ **These dragons guard the way to adjoining towers – but have you got all the codes to get past them, 4125?**

PRESENTATION 85%
Generally very good, but let down by slow pointer system.

GRAPHICS 84%
Very good definition and animation, but poor use of colour.

SOUND 79%
Excellent speech and sampled effects, but dreadful music.

HOOKABILITY 96%
Thoroughly playable right from the outset.

LASTABILITY 95%
Plenty of scenery to search and the mission is tough enough to keep you occupied.

OVERALL 92%
Not as much of an improvement over the 64 classic as it could have been, but still a hell of a game.

16-BIT

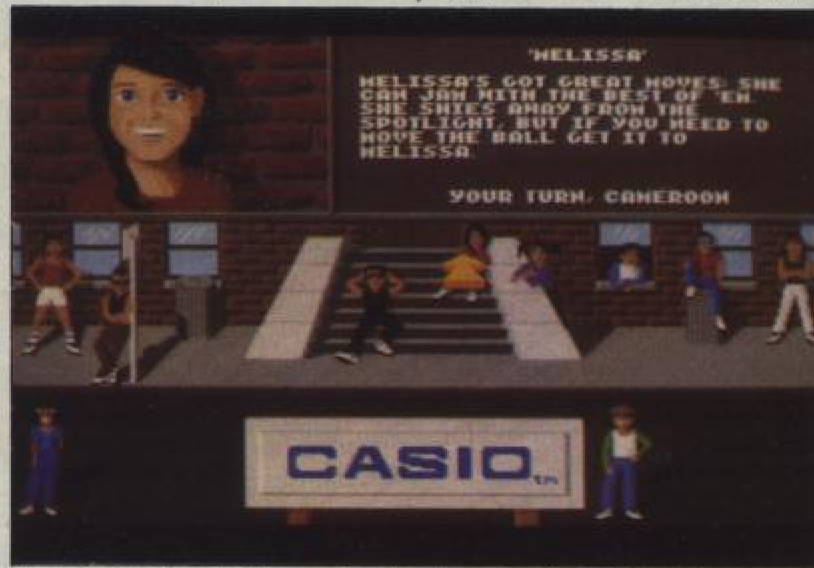
'NO WAIT! DON'T READ THIS BIT YET, WE FORGOT THE 'S'

Street Sport basketball

Epyx, £24.99 disk

Choose your court, pick your team and take on the other kids in the street at a three-on-three basketball match. With a courtside view of the action you control the direction and actions of one of your team members while the computer keeps the rest of the field active. You can make your players pass the ball, tackle the opposition or take jump or hook shots, or even slam dunks.

Being a Street Sports game, the full rules of Basketball are only observed insofar as successful shots score two points. So there are no penalties for front-to-back passing or overly offensive dribbling (know what I mean, Gordy?).



▲ What a bunch of lounge lizards – do you really want to pick a team from them?



After the excellent pre-match presentation, which even extends to having a neat flipping (or is it a flipping neat?) coin sequence I was all set for the best game of computer basketball ever. But it didn't appear. The first inkling of doubt appeared when the players ran onto the court. They were all nicely drawn and each character is easily recognisable – important when you consider that each player's game has different strengths and weaknesses. But the game's flaw is the player animation which has huge jumps between the sprite frames. This isn't just an aesthetic point either, as it lessens the feeling of control you have, resulting in a few moments of confusion. Once you learn to compensate for this, the game isn't too bad, but that takes some perseverance.



This is a really aggravating game because it's so close to being good, but is ruined by dreadful sprite animation. The players are really well defined, and the programmers have included such thoughtful touches as turning their heads to look towards the ball, but the four sprite frames are drawn out to such an extent that they look like they're skating over the court. The enormous leaps between positions are so disorienting that it's difficult to work out what's going on, and the resultant loss of gameplay is quite off-putting. Definitely one to try before you buy.

Summer OLYMPIAD



Tynesoft, £19.95 disk

Aaaagh! The Olympics are over . . . Lucky for you then that competition's only just begun. Tynesoft are letting you have a go at five different and demanding Olympic events.

This is no ordinary competition, though. For a start you don't have to compete in all the events. Not only that, you can decide from one game to the next what country you're playing for (no messing about with citizenship and visas here).

First off you grab your rifle and try your hand at Skeet shooting.

When you've blasted all the clay pigeons from the sky, you've just enough time to get into your shorts trunks for the triple jump.

Press of the fire button and you're in the fencing arena. Watch out for the American guy – he really knows how to lunge.

Next you're on the diving board. Get turns in, or you'll be the one





Yeah! I really enjoyed watching the Olympics so I jumped at the chance of being able to compete in all those fantastic events. Great! You can be dead athletic and still not get out of your chair – just the way I like my sports. The presentation is pretty unusual too – I mean, how many times have *you* played a hurdles race viewing the action from the back? In fact, it's just this fresh angle on most of the events which makes Summer Olympiad **so challenging to play. It doesn't work equally well for all the sports – the fencing seems to come out worst – but when it does, it's great. Personally, I like the skeet (a lot more difficult than Epyx shooting events) and the diving best.**



Though Tynesoft haven't actually managed to include a full Olympic repertoire or even an Epyx-style menu of events, I have to throw down my cask of Newcastle Brown Ale and say that what there is of this is pretty, prett-y good. All five events are really unusually presented and not at the expense of playability either. You don't even have to remember as many complicated joystick operations as has been known in other mega-games simulations: you know the sort of thing – all that rotate the joystick while pressing the button and pushing the Commodore key to wiggle your bum at the audience sort of stuff (er . . . yeah, Paul, yeah – Ed). Anyway, if you're in the slightest bit sporty (or even if you're not, like me) you could do a lot worse than give this a whirl.

▼ 2, 4, 6, 8, who do we appreciate – Cameroon!





PRESENTATION 80%
Very nicely presented, with a choice of four courts and ten team members.

GRAPHICS 69%
Nicely designed with some neat touches but jerky movement is detrimental to gameplay.

SOUND 42%
Mildly groovy tune but in-game effects would have benefited from the inclusion of player shouts.

HOOKABILITY 69%
Excellent presentation means first impressions are good but the game is confusing to play.

LASTABILITY 73%
If you can get used to the movement problems, the game is good fun, especially with two players.

OVERALL 68%
Not bad, but could have been so much better.

with zero points.

Hope you're not one of those guys who feels sick after swimming because you've hardly got time to catch your breath before you're out on the track. Finish the hurdles and you might just be in with a chance of a medal. There again, you might not.

Racey intro, huh?

PRESENTATION 82%
Attractive loading screens, opening ceremony and options to play (and replay) any number of the events with up to six competitors at any one time.

GRAPHICS 79%
Well-defined sprites and unusual partially animated backdrops.

SOUND 53%
Various catchy but fairly forgettable tunes.

HOOKABILITY 76%
Excellent graphics and easy-to-grasp techniques (except for the triple jump) make this an immediately attractive buy.

LASTABILITY 74%
Even if you don't want to keep competing in all the events you should be playing your favourites for quite some time.

OVERALL 76%
A fresh view on an established game style. Take a look.

Zynaps

Hewson, £19.99 disk

You've had a baaaaad day. Mind you, when you joined the Ruphspace troopers you weren't led to expect the easy missions. Lots of money and adoring women – yes, but not the easy missions. Blowing up that alien space station was about the non-easiest mission so far and if the rest of your squad weren't sizzling heaps of charred meat they would no doubt agree.

Remembering all your training in 'Making the Best of a Bad Job' (GCSE) you decide that, what the Hell, your whole platoon couldn't blow up the space station, but you're riled enough to single-handedly blow up the central base you noticed on that nearby planet earlier on.

First, though, you've got to fly your Scorpion fighter (well, actually you've stolen it) past the station defences, out through an asteroid field and towards the enemy stronghold, putting the torch to gun emplacements and enemy spacecraft as you go.

It's only once you're out amongst the enemy that you find out the ship you've stolen isn't well equipped for the incessant onslaught to come. It's just soooo sloooowww and the laser only fires two shots at a time! Shoot a whole formation of aliens, though, and you can pick up a fuel pod which can be turned into a handy piece of destructive hardware.

Just like the Esso Tiger Tokens, the more you collect, the better the item you get. An indicator graphic shows what you can add on to the Scorpion by collecting one more fuel pod and activating the fuel scoop. Faster pulse lasers, extra thrusters, plasma bombs for destroying ground targets, manually-targetted homing missiles and intelligent seeker rockets – all can be yours with no financial loss to yourself. What started off a bad day is about to get better . . .



It's games like this that make you realise just how easy it is to win a fist-fight with a starving grizzly bear. It has to be said, though, that Zynaps isn't as difficult or as frustrating to play on the Amiga as it was on the 64, simply because it doesn't send you back to the start of the level every time you lose a life – if I had a penny for every blood vessel I burst playing that game I'd have enough to wedge the leg of my desk up straight. The high standard of graphics and sound you'd expect from Hewson are here but it's noticeable that there isn't a lot of variety in graphics during a level, and the motherships waiting at the end of the levels look definitely weedy compared to those in other games of this type. The blasting gameplay is better than most, though, and the constant onslaught of alien craft doesn't allow your fire button a moment's rest. Blasting fans should love it.



I like shoot 'em ups, and Zynaps is a good one. The graphics are cleanly defined and nicely coloured, if a little sparsely animated and the sound is very 'outer-spacey' (if, indeed there is such a thing) (*There is, Maff, there is – Ed*) and suits the action well. There are a couple of quirks that I feel do need pointing out though. For one, the ship seems to jerk sideways after the joystick is released, often just enough to crash you into an asteroid or piece of scenery, and the add-on weapons run out a little too quickly for my liking. Despite my quibbling, I still enjoy playing Zynaps. As I said, it's a good shoot 'em up and good shoot 'em ups are always worthy of attention, aren't they? So go to your nearest software dealer and see if it's your cup of Horlicks.

PRESENTATION 50%
One or two player options, but not a lot else, alas.

GRAPHICS 82%
Pretty Pete Lyon sprites and backdrops, all well animated.

SOUND 80%
Good title screen tune, but in-game sound is FX only.

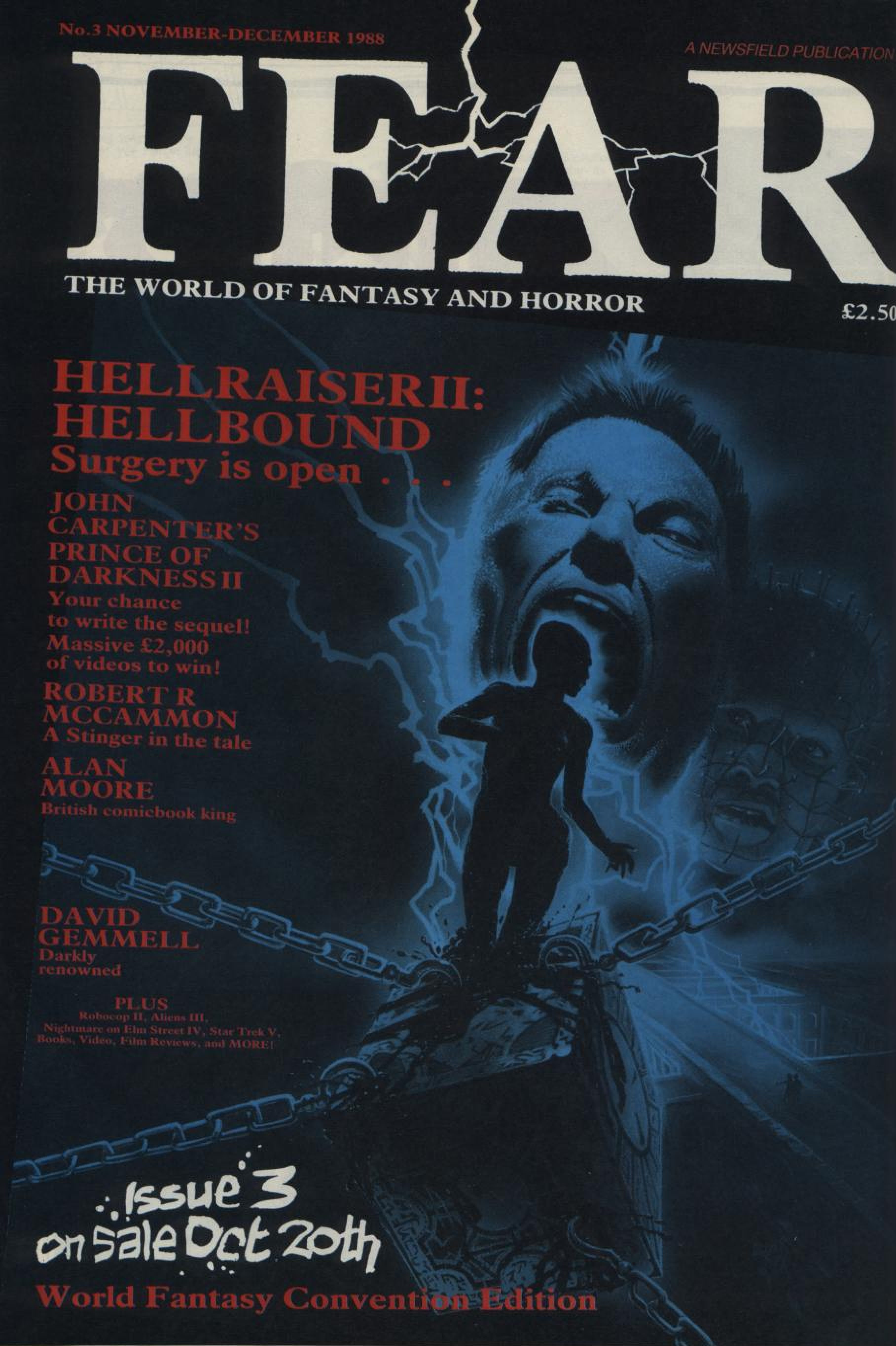
HOOKABILITY 74%
Quite hard to get into. Really.

LASTABILITY 79%
Frustration element keeps you playing until you've mastered several levels

OVERALL 78%
A jolly bag of shoot 'em up larks.

▼ **Think you're pretty clever to have gotten this far, don't you – wait till you see what comes next**





No.3 NOVEMBER-DECEMBER 1988
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MAJOR motion



▲ *Spy Hunter* on your Amiga? Look again

Microdeal, £19.95 disk

There you are, quietly sitting in front of the TV set wishing that you could have a car like James Bond's, when the room is suddenly lit by a weird light and your fairy Godmother appears.

'Your wish is my command', says she and *voom* you're behind the wheel of a mega-hard sports car, streaking down the highway with people shooting at you. As you pull into the back of a friendly looking truck a man in a suit gives you a message about an evil road-gang that is terrorising the highways, complete with bullet-proof cars, tyre slashers and missile toting helicopters. So – streak along the road in your weapon-loaded vehicle, blasting the enemy to smithereens before they claim all the highways of the world as their own.

But first – where did you put your driving licence . . . ?



The only good thing about this is the sampled Starsky and Hutch **style machine gun and tyre screeching effects. Apart from that, it's more or less** Spy Hunter. **No . . . in fact it's less than** Spy Hunter. **The scrolling is jerky, the joystick control is slow and the extra weapons system is nigh on unusable because of its reliance on using a series of keys to activate the weapons. When the slightest distraction from the screen can result in your demise in a ball of fire, this really isn't good enough – and I wouldn't recommend** Major Motion **unless you're desperate for a game of this type.**



When I saw Major Motion **on the ST, I thought the Amiga version could only get better. Wrong. The graphics are 'nicer' and some of the sound effects are OK but there isn't much in the way of playability. The control feels a mite too sluggish, making it virtually impossible to knock the enemy cars off the road – and who had the wonderful idea of using the keyboard to fire the weapons? Give that man the 'Nerd of the Month Award'! With a bit of forethought and planning,** Major Motion **could have been quite good – instead it's left floundering in a pool of unplayable mush.**

PRESENTATION 46%
Irksome delays and a useless extra weapons system only annoy.

GRAPHICS 49%
Average sprites and backgrounds, but the scrolling's yeuch.

SOUND 51%
A few suitable effects . . . very few, as a matter of fact!

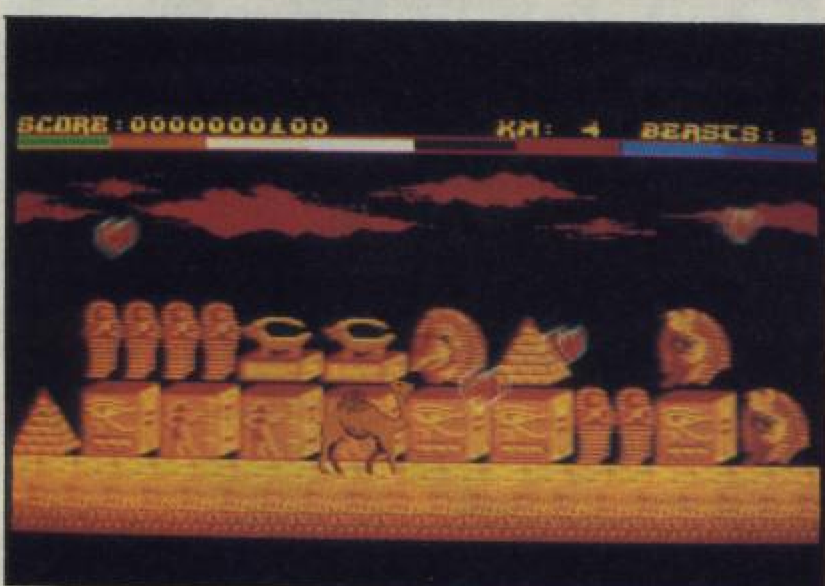
HOOKABILITY 57%
The difficulty puts you off at first . . .

LASTABILITY 49%
. . . and it doesn't improve.

OVERALL 54%
Could have been tons better.

REVENGE II

Mastertronic, £9.99 disk

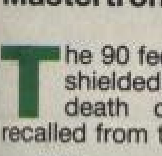


▲ **The Amiga remix of Minter's mad mish-mash of manic game elements is . . . well . . . er . . . *not very good*, shall we say?**

The 90 feet high, neutronium shielded, laser-spitting death camels are back, recalled from their hibernation on the dark side of the moon to save the Earth from the Zzyax hordes.

The battle takes place on the scrolling surface of Zzyax Prime, where the Zzyaxians, disguised as everyday household objects, rush onto the screen attempting to collide with our cuddly hero. By way of defensive measures, the camel is blessed with the abilities to fly, spit bolts of energy in eight directions and drop camel bombs.

If your beast survives to the end of a level you are given the opportunity to purchase add-on weapons, such as extra shielding, energy or lives – or even homing, extra-large or yo-yo bullets. Cor!



You can't blame Jeff for doing what his fans expect of him, but what about the rest of the game-playing public? Making sprites out of telephones and toothbrushes went out with Jet Set Willy **and** Revenge 2 **is such a literal conversion that it even boasts 64 style expando-sprites! The gameplay is quite staggeringly simplistic, and, what's worse, it hardly varies at all during the game, even after buying extra weapons. In fact the only variations between levels are the sprites and background graphics, and even they repeat from time to time. Very much a game for Minter groupies only.**



With the exception of his more conventional works, Iridis Alpha **and** Batalyx, **I've never really got on well with any of Jeff's games. I admire his ability to produce what he wants, to please a certain audience, but** Revenge 2 **just doesn't appeal to me. It did on the 64, but the magic has gone when you're shelling out a tenner . . . The gameplay in this is just so boring and there are no obvious tactics to use apart from holding down the fire button and moving the joystick in the general direction of the crowds of hostiles. If you're not already a Minter fan, try before you buy.**

PRESENTATION 51%
Typically Minterish instructions make humorous reading. Pretty weak extra weapon system.

GRAPHICS 48%
Weird selection of graphics, all of which are . . . OK.

SOUND 58%
Soothing title tune and standard zapping effects.

HOOKABILITY 39%
Simplistic blasting is familiar enough but the weird scenario and graphics might bemuse.

LASTABILITY 37%
Every level plays exactly the same.

OVERALL 38%
Weirdness factor means Minter fans should lap this up, but others would do well to hold onto their money.



FUSION

Electronic Arts, £24.95 disk

The year is 2188 and intergalactic travel is still not possible – so don't get any clever ideas about warping the space time continuum or eating melange, OK? It's JUST NOT ON!

Man *has* managed to cope with the problems of suspended animation enough to travel about the galaxy, but any further than that and there are medical problems involved (shhh!) Even most small ships are fitted with systems to allow interstellar travel, right down to the tiny Trang class fighters.

You, Captain Gherheart Bloowd III, are the pilot of one of these fighters, known as the *Flayer*, and are on your way home at the end of a reconnaisance mission when a message comes in on your autocom. The computer wakes you up when the message is received, printing up the text onto a screen:

> ▶The galaxy is under threat and only you in your very small Trang class fighter can save us . . .



The rest disappears in a stream of garbled code. Your computer manages to locate the source of the signal and automatically programs the coordinates into you navi-computer.

All is quiet when you reach the planet, so you begin to explore. Eventually you find a carving on a wall, prophesying the coming doom, along with the way to overcome the disastrous alien assault. You must search the planet in your Trang fighter and land assault craft in search of the bomb parts needed to blow up the alien base. Once all the pieces have been found you must return to the first layer and activate the bomb icon.

Access to some grid sections and other layers of the base is gained by tripping certain switches set into the ground, each switch activating its own function. Other icons include the bomb parts themselves, extra ship functions (like shields or improved firepower) and a save game option.

All this seems easy enough, until the enemy detect your presence and launch Rotating Plasmo Spheres, Homing Missiles, Nitromice, UHOs (Unidentified Hovering Objects) and Ergonomic Eruptors at you. At this point you realise that it's not going to be as easy as you thought . . . But then, nothing ever is, is it?



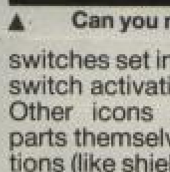
▲ Electronic Arts *Fusion* – a bit of shooting, a bit of flying, and a really ace soundtrack



There are only two words for this game: fab 'n' triff! The amount and variety of colour and the use made of it is superb – something which the screenshots on this page don't fully show. The only thing that lets down the graphics is the scrolling, which is a little jerky – but the atmosphere generated by the punchy soundtrack and relentless waves of aliens is ace! The inertial control method is a bit awkward, too, at first – but once you've got the hang of it, just fly around and blast the baddies to bits! It's such an unusual game that I'd fully recommend you check it out.



▲ Can you make out what's going on? Confusioning isn't it?



I must say for a start that Fusion **looks absolutely wonderful! The colouring of both sprites and backdrops is incredible and the shading is so good you could almost pick the ships off the screen. The scrolling could have been a little smoother, however, as it's a little bit bitty as it stands (or moves as it were . . . never mind). The gameplay is still frenetic, though, helped in no small degree by the stern, futuristic soundtrack that plays throughout. Initially the switches seem to be a bit far apart, requiring you to travel for miles in you slow-moving assault vehicle, but once you get used to the routes the distance doesn't seem as far and you become more involved in blasting aliens to care.** Fusion **is a good game, that's all there is to it. It's not a brilliant game, just very good.**



The demo copy of Fusion **arrived a while ago, without any fuss at all. In fact I didn't know what the hell it was until it loaded. Now we have the finished game, I can safely say that Electronic Arts have a really good product on their hands. The graphics are brilliant, the sprites are nicely drawn and coloured, scrolling over strange and atmospheric backgrounds. The sound is just as brill (God, did I *really* use that word? Blimey! I must be turning into Gordon!), sounding a bit like early Human League. At first, the game tends to be a little confusing, making you ask 'Where the hell *am* I?' but you soon get drawn into looking for the switches and bomb pieces and the question becomes 'Have I *really* been playing that long?' Bullfrog Productions have certainly learned how to use the Amiga. I mean great music, beautiful graphics . . . these boys have got a *future!***

PRESENTATION 79%
No real options and an unnecessarily confusing number system.

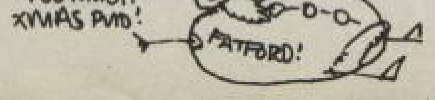
GRAPHICS 89%
Wonderful sprites and scenery, but bumpy scrolling.

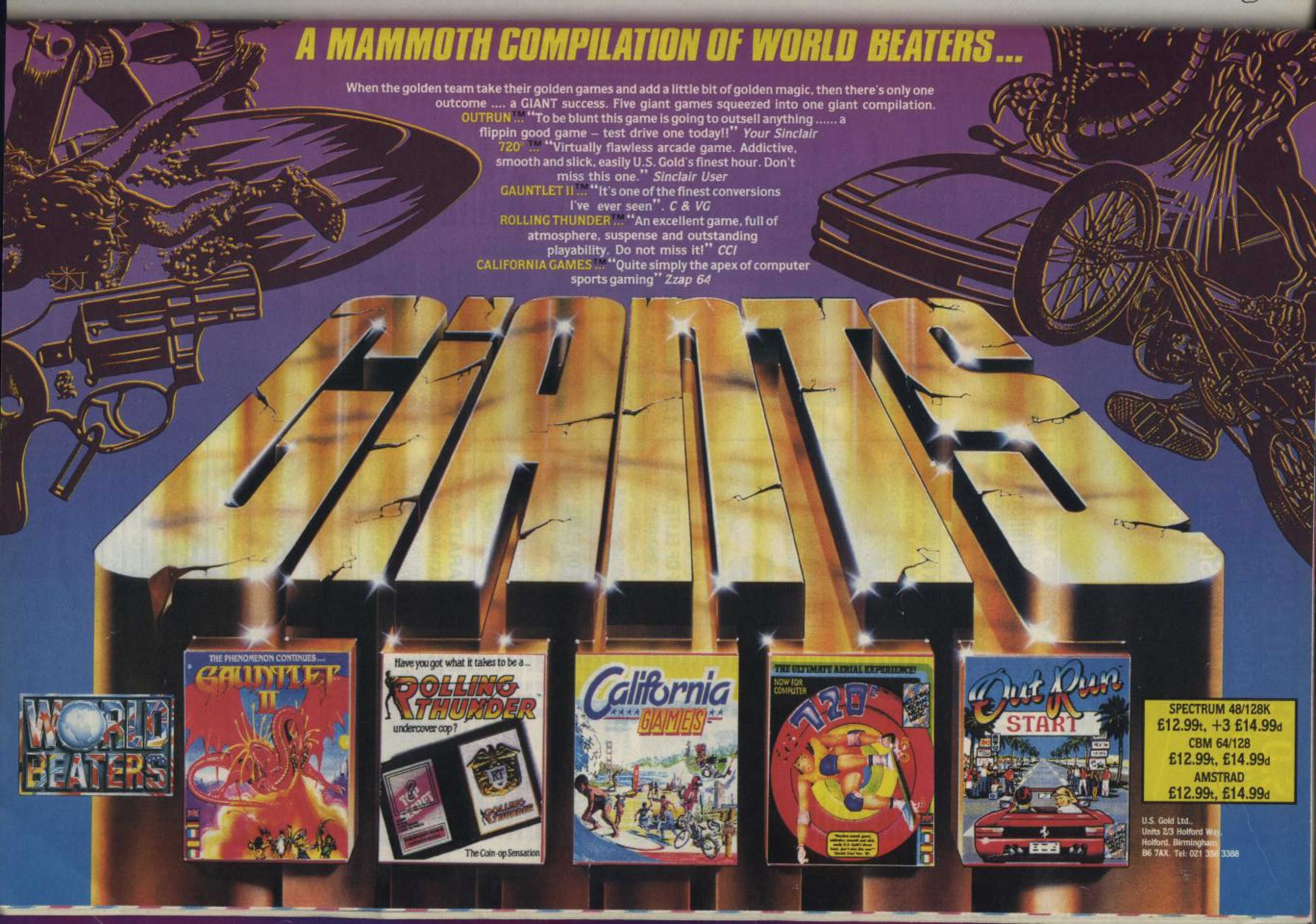
SOUND 86%
Few spot effects but a brilliant synth-pop type tune.

HOOKABILITY 83%
Initially difficult to wrap your head around . . .

LASTABILITY 90%
. . . but devilishly addictive afterwards.

OVERALL 87%
A high quality shoot 'em up and an impressive debut from Bullfrog Productions. Keep it up guys (and gals?)





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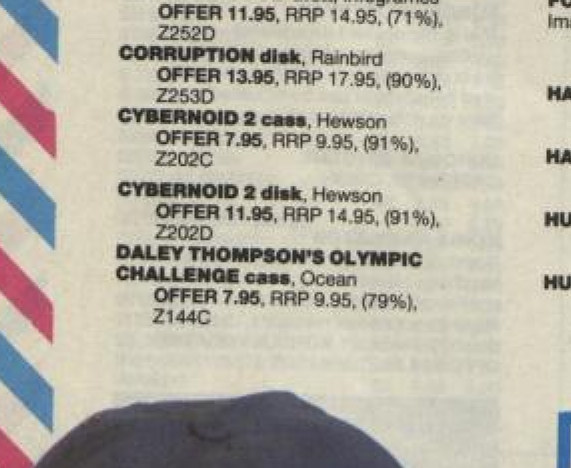
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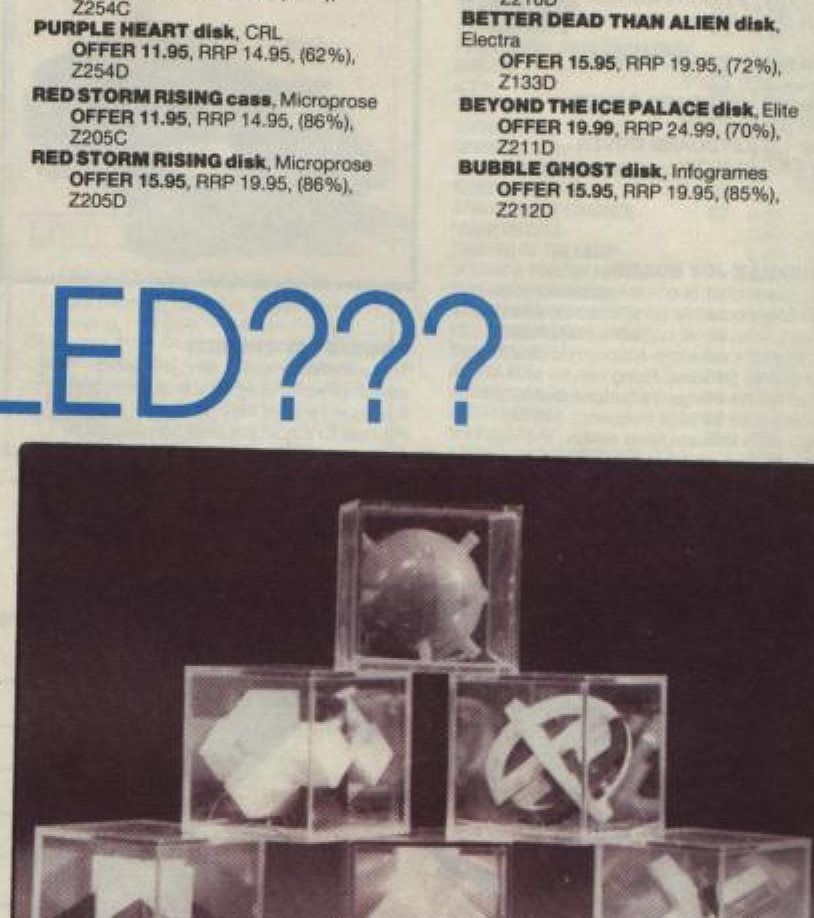
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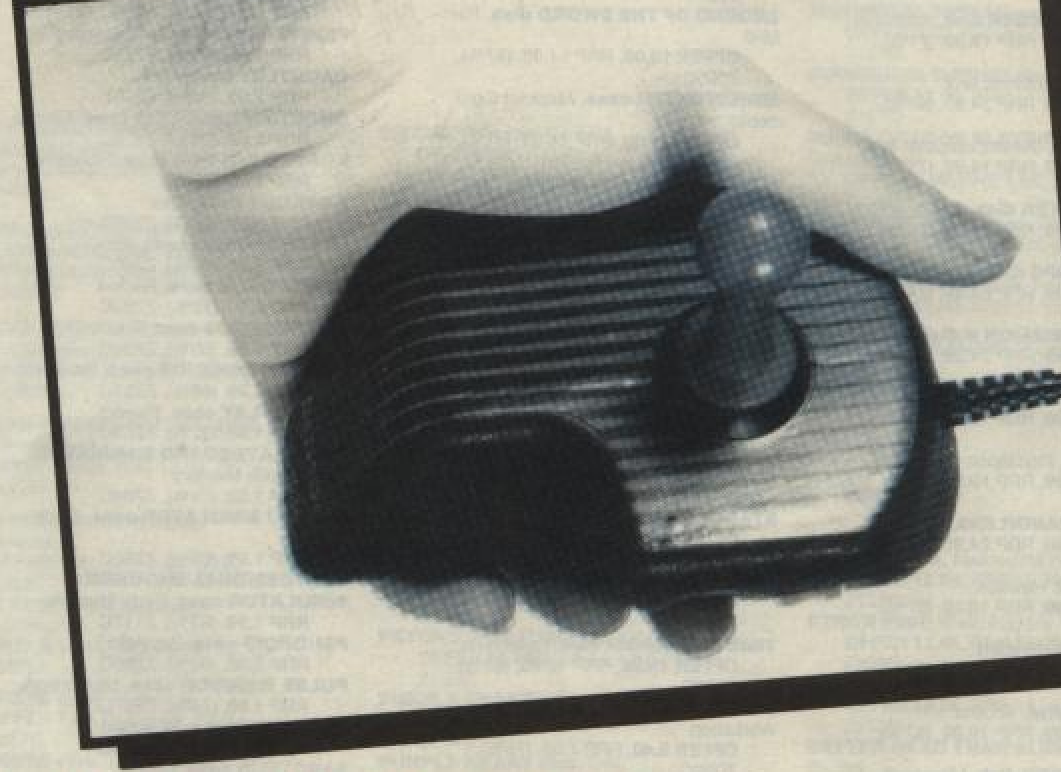
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GAMES TOP 20

1	*(1)*	**BUBBLE BOBBLE**	*Firebird*
2	*(3)*	**IMPOSSIBLE MISSION II**	*US Gold/Epyx*
3	*(2)*	**BUGGY BOY**	*Elite*
4	*(NE)*	**SALAMANDER**	*Ocean*
5	*(9)*	**BIONIC COMMANDO**	*GO!*
6	*(4)*	**THE GREAT GIANNA SISTERS**	*GO!*
7	*(6)*	**PROJECT STEALTH FIGHTER**	*Microprose*
8	*(11)*	**PLATOON**	*Ocean*
9	*(NE)*	**THE LAST NINJA II**	*System 3*
10	*(7)*	**IKARI WARIORS**	*Elite*
11	*(NE)*	**BARBARIAN II**	*Palace*
12	*(8)*	**TARGET RENEGADE**	*Imagine*
13	*(RE)*	**WORLD CLASS LEADERBOARD**	*US Gold*
14	*(14)*	**IO**	*Firebird*
15	*(15)*	**HAWKEYE**	*Thalamus*
16	*(18)*	**PAC-LAND**	*Grandslam*
17	*(NE)*	**CYBERNOID 2**	*Hewson*
18	*(15)*	**DEFENDER OF THE CROWN**	*Mirrorsoft*
19	*(NE)*	**TRACKSUIT MANAGER**	*Goliath Games*
20	*(NE)*	**D THOMPSON'S OLYMPIC CHALLENGE**	*Ocean*

MUSIC TOP 10

1	*(2)*	**DELTA**	*Rob Hubbard*
2	*(1)*	**SKATE OR DIE**	*Rob Hubbard*
3	*(3)*	**WIZBALL**	*Martin Galway*
4	*(10)*	**ARCADE CLASSICS**	*Rob Hubbard*
5	*(4)*	**PARALLAX**	*Martin Galway*
6	*(8)*	**TETRIS**	*Hagar*
7	*(7)*	**BMX KIDZ**	*Rob Hubbard*
8	*(9)*	**I,BALL**	*Rob Hubbard*
9	*(NE)*	**INTERNATIONAL KARATE +**	*R Hubbard*
10	*(6)*	**COMBAT SCHOOL**	*Martin Galway*

COIN-OP TOP 10

1	*(3)*	**DOUBLE DRAGON**	*Taito*
2	*(NE)*	**WEC LE MANS**	*Konami*
3	*(NE)*	**OPERATION WOLF**	*Taito*
4	*(2)*	**AFTERBURNER**	*Sega*
5	*(1)*	**VULCAN VENTURE**	*Konami*
6	*(2)*	**BLASTEROIDS**	*Atari*
7	*(6)*	**BUBBLE BOBBLE**	*Taito*
8	*(8)*	**PAC-MANIA**	*Atari*
9	*(7)*	**R-TYPE**	*Irem*
10	*(5)*	**CONTINENTAL CIRCUS**	*Taito*

VIDEO TOP 10

1	*(RE)*	**ALIENS**
2	*(9)*	**BEVERLY HILLS COP II**
3	*(2)*	**ROXANNE**
4	*(1)*	**BLADE RUNNER**
5	*(6)*	**PLATOON**
6	*(5)*	**HELLRAISER**
7	*(RE)*	**FERRIS BUELLER'S DAY OFF**
8	*(4)*	**THE FLY**
9	*(3)*	**RADIO DAYS**
10	*(10)*	**CROCODILE DUNDEE**

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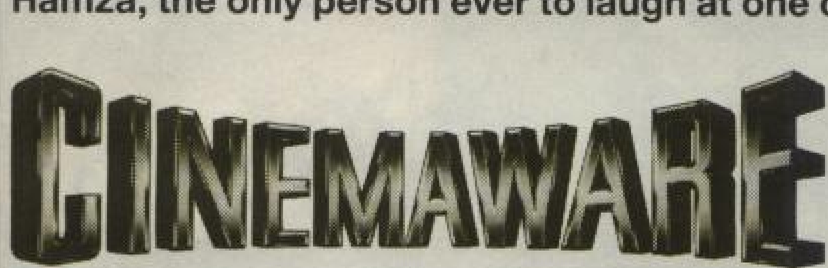
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Ever looked in the mirror and thought 'hey man! I'm such a cool and incredibly froody dude, I'm so irresistible, I'm so mega-hard, I'm so fab triff and sponditiously brill, I could star in a movie'? Yeah? Well, take that doctored photo of James Dean off the mirror and PAY ATTENTION (I'm writing this for your benefit you know) because this is how it's done. You'll need two basic ingredients: a tube of spot cream (optional) and a copy of



Can the 64 version of *Rocket Ranger* really hope to emulate the Amiga?


▲ 'Is this where they sell those neat Aztec wall-hangings, honey?'

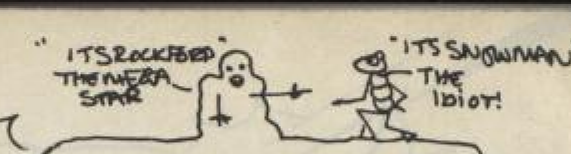
Cinemaware's *Rocket Ranger*. 'Waagh!', you might be thinking, 'I saw that review on page 172 and I haven't got an Amiga, boohoo, I want my mummy'. Well, if you are, stop it – these are the *64* previews, you know, and I'm just about to tell you that the 64 version is on its way. OK, guys, don't let them see me tell ya Yippee! Woo! Hurrah!

Yeah, so you'll be able to put on your back-mounted rocket pack, zoom through the skies and save the world from the wicked, nefarious and not really very nice world domination plan dreamed up in the bath (your Matey's a bottle of fun) by a certain Gordon Houghton. Sorry – just a little joke, Gordy, ha ha ha – I mean Adolf Hitler, of course. Er . . . and that's it really. What do you mean, where's the rest? If you want to know more about the plot, go and have a look at the Amiga review, will you – we haven't got unlimited space round here you know.





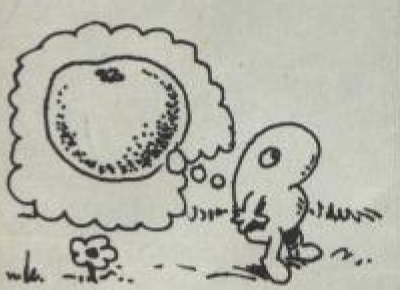
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Accolade

Come to think about it, if Gordo went on a diet we'd probably have quite a bit more space in here. If he went on a diet *and* got in a bit of exercise, we'd be talking floorboards' worth of extra floor space, I mean, like, buckets full . . . rooms full . . . no, *football-pitches-full* of extra space . . . cor! Er . . . yeah well, anyway, speaking of exercise, physical jerks, steroids and all that, Accolade have a fistful of releases all set to take you through your sporty paces (how's that for a tenuous link?).

First out of Santa's bulging goody bag comes *Serve & Volley*, a tennis sim sporting the newest in strobe-o-strobe graphics. Da daa! Well, OK, we mentioned it in The Word last month, so you know about it already – get off my back, will you? Now this is tennis with style – none of your usual bashing the ball about the court with a cricket bat like there's no tomorrow. Nope, you guys have to time and select your strokes using action windows to place the ball correctly in your opponent's court. We had a sneak preview at the PC show and the unfinished version looked a bit er . . . tricky, to say the least but if you want to know what it's really like you'll just have to wait for the review. Oh yeah – strobe-o-strobe. This, apparently, is a type of animation which makes the serves and hits appear very realistic. So now you know.



Ever fancied being really interesting? Well *Rack 'Em* gives you the chance to imagine yourself in the part of the not-very-boring-man-called-Steve himself – or if you don't like orange hair, one of the other even-more-exciting-men called Jimmy, Alex, Fred and Ray, or if you don't like them . . . (we get the picture, Kati – Ed). Anyway, you can play up to five games including bumper pool, straight pool, snooker and 9 ball. There's a fab 3D overhead view of the table and even (for real smartypants, this one) a generic game which lets you pick your own rules, move balls and change scores. Oo-er!

So you've played basketball before have you? Ha! well, you've never played a full court three-on-three basketball sim before because there hasn't been one. Accolade's *Fast Break* lets you bounce around on the court, slam dunking a plastic bladder into the basket against either the computer or someone who starts out being your friend but ends up being your mortal enemy. Ah sport – it always brings out the best in people.

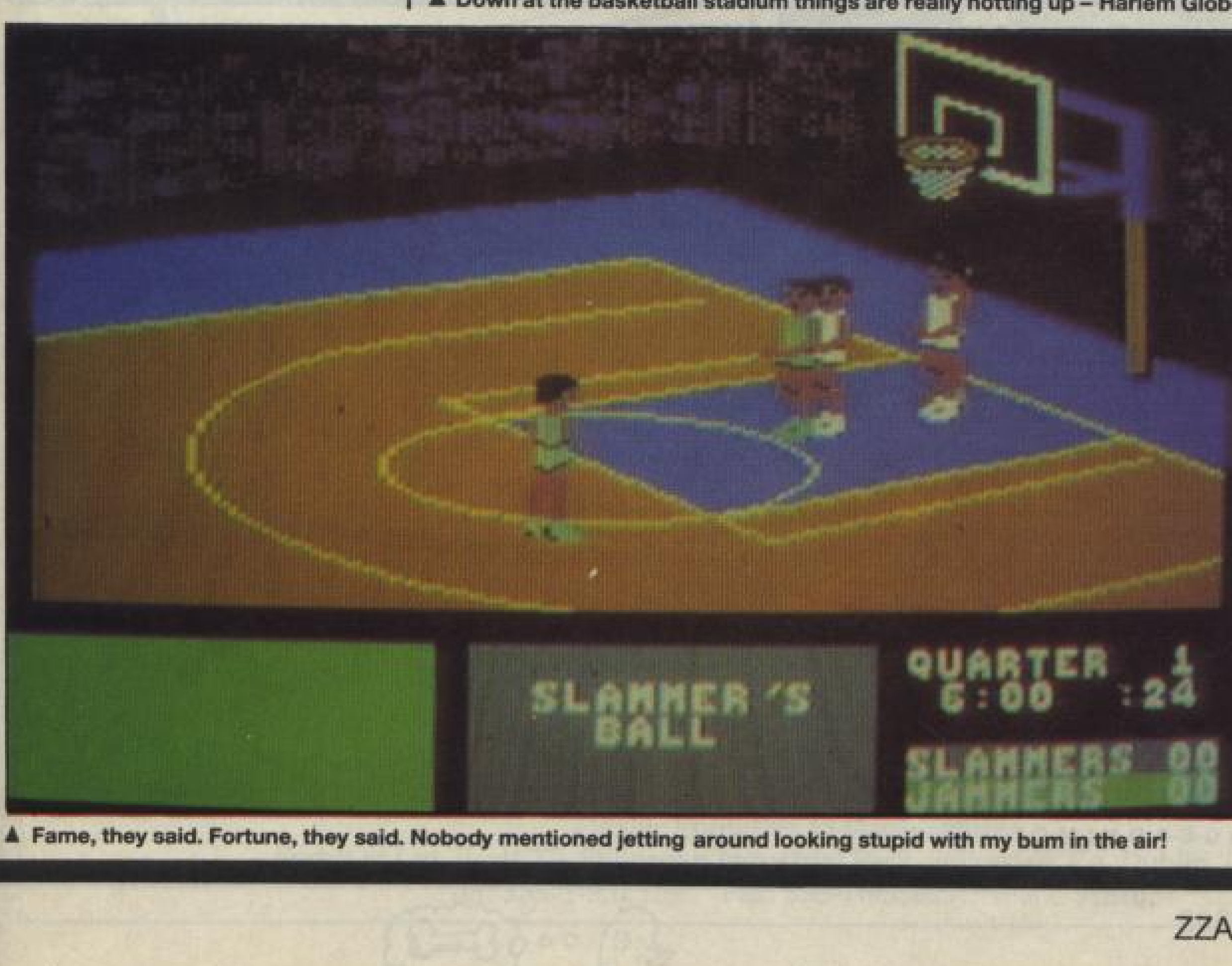
So what else have Accolade got up their sleeve, apart from a pretty hairy American arm? There's *TKO*



▲ Er . . . well, this is the serve and erm . . . in a minute he'll volley. Well, what did you expect – we're not all tennis experts here, you know!



▲ Down at the basketball stadium things are really hotting up – Harlem Globetrotters here we come!



▲ Fame, they said. Fortune, they said. Nobody mentioned jetting around looking stupid with my bum in the air!

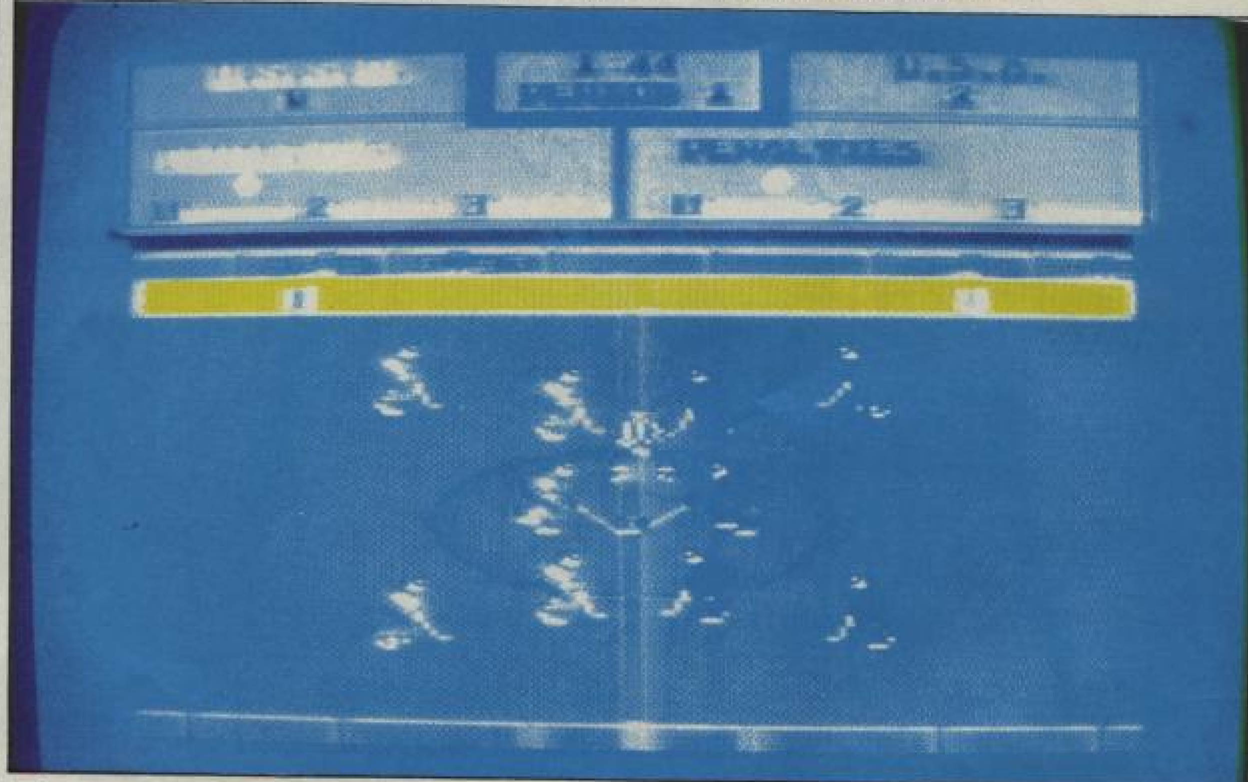


▲ Clash sticks and twist ankles in *Powerplay Hockey* – wimps had better keep away



▲ Boy, those guys look tough – know what I mean, 'Arry

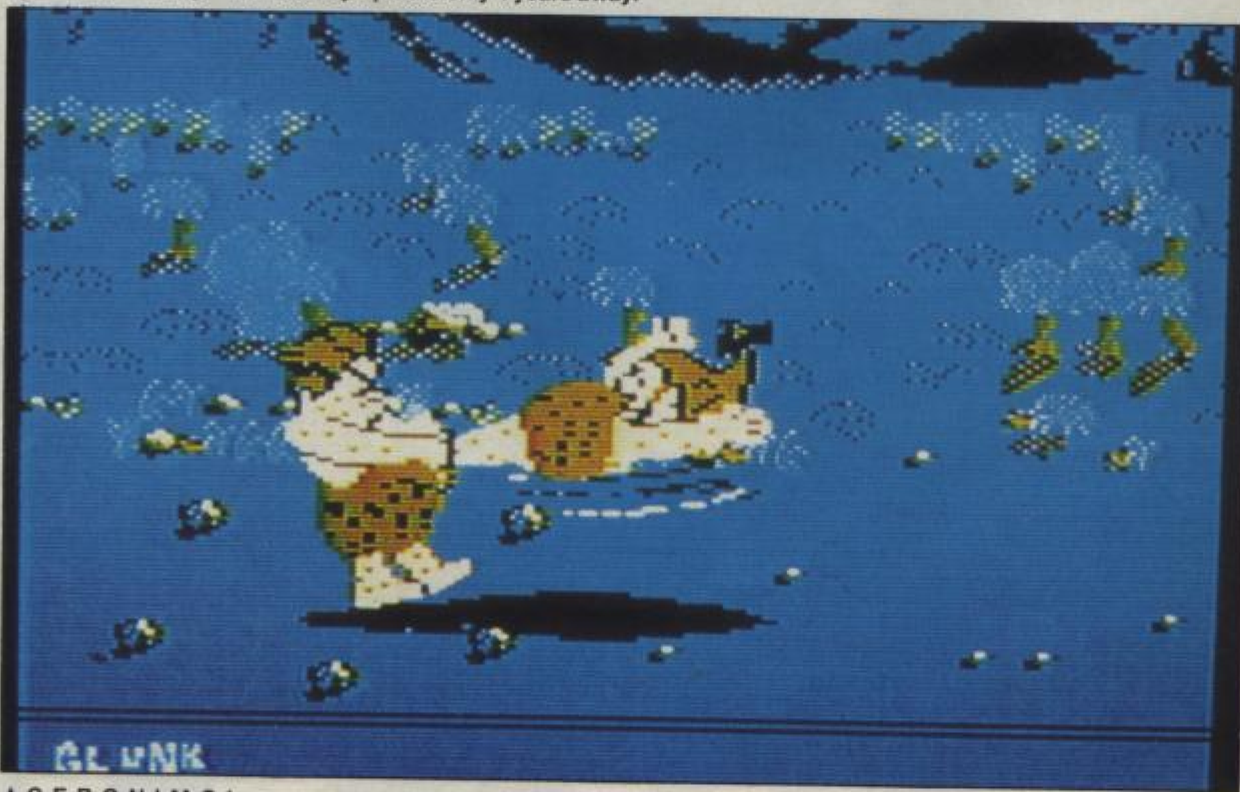
(Technical Knock Out, dummy) which (Christmas surprise time) is a boxing game – a split-screen boxing game, to be exact. Tasteful realism is clearly what they've aimed at here. As you beat your co-boxer to a gungy, messy, yucky pulp (well girlies don't like boxing, do they?), you get the added satisfaction of *actually seeing* the black eyes, swollen lips, bruised forehead and broken jaw. Yum, yum! Oh yeah, and the other game is *Powerplay Hockey* which is . . . wait for it . . . a hockey sim, with er . . . pretty hockey-ish features in a hockey-ish sort of way. Yeah. Look, we preview writers don't know everything you know. What do you expect us to be, omnipotent or something?



▲ Keep practising – the next Olympics is only 4 years away!

OK. What would you do if your name was Gronk? OK, OK, apart from change it by deedpoll, pretend your name was Cecil and eat people, what would you do if your name was Gronk . . . or Glunk . . . or Crudla? Yessir, absolutely right (give that man a microwave) – you'd be bashing the bone marrow our of your competitors in Electronic Arts' *Caveman Ugh.Lympics*. Obvious really. Back in the good old days when dinosaurs were called Dino and your neighbours shouted yabadabadoo a lot, this was the sporting event of the year. Six athletes stopped discovering fire and trying to make square wheels, got into their special stream-lined lion-skin shorts, tied up their patented pair of Nunk's running sandals and prepared to show their mates just how Ugh.ly they were.

The six embryonic, iron-age events deal with such civilised and thoroughly enjoyable pursuits as clubbing (which involves er . . . clubbing), dinovaulting (careful with the pole or you'll end up as the cause of a triceratops's



▲ G-E-R-O-N-I-M-O-!

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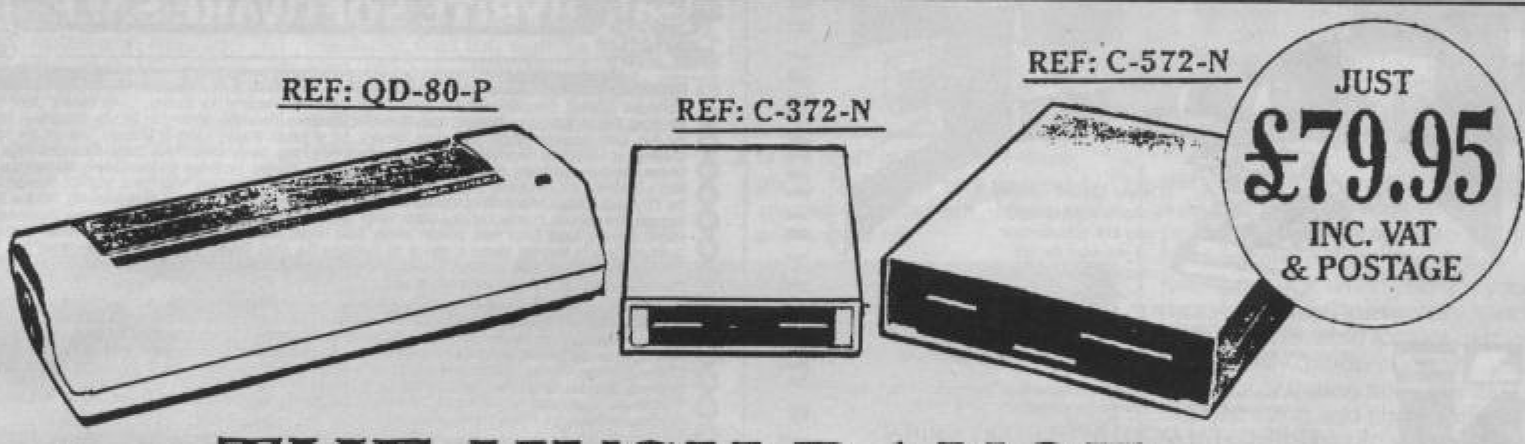
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▲ **Ooh – I wish I'd put on my lycra body suit instead of these flapping leopard-skin underpants**



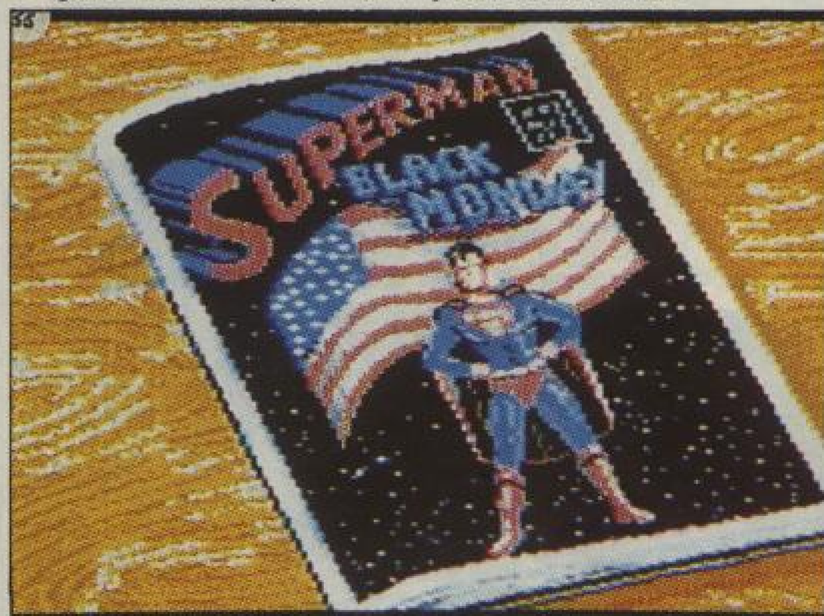
▲ **Tigers? Knock the stripes off 'em in Tynesoft's *Circus Games***

indigestion), sabre tooth tiger racing (grrrr!), fire starting (get some Swan Vestas if you want to cheat), the dino race (aargh!) and mate tossing. This last absolutely sexist and entirely primeval sport has you hurling the cutey apple of your loving eye through the prehistoric sky (ooh look, a poem) and laughing a lot – or maybe not.

As long as you show the world (not much of it has evolved yet) that you've got loads more brawn than brain, you're on to a winner. In fact, show them that you can win every event in the book and you'll be the proud owner of an Ugh.Lympic medal and maybe even get an entry in the Caves of Fame. Pity you can't skin so much as a rat with a medal. Still, you'll probably make enough to keep you in otterskins for the rest of your life, when you sign for all the advertising contracts. Ah well . . .

Taran tan tara taran tan tara . . . yeah, everybody it's time to get really excited, jump up and down and shout for joy at the top of your voice because, wait for, wait for it – I said wait, stop skipping this and looking down the page – the circus is coming to town. Gasp! Shock! Horror! Total amazement!

Tynesoft's *Circus Games* should make it to your shops in time for Christmas and when you



▲ **Is it a bird? Is it a plane? Nope, it's . . . (answers on a postcard please – first ten out of the bag win bugger all)**

get your grubby, sweaty hands on it all your bodily juices will probably ruin the tape and you'll have to take it back. No, only joking (ho ho), when you get your nice, fragrant, Christmassy hands on it you'll be able to take part in such totally dangerous and thoroughly daring activities as trapeze flying and tiger training. Not much more info yet, but we'll let you know as and when (wink, wink, know what I mean, guv?).

The other Tynesoft game is almost as big a mystery. We know what colour it is, we even know what colour underpants the main character wears but we don't know exactly what it's all about – yet – because the programmers are keeping pretty mum.

Who am I talking about? Well, I'll give you some clues: he's not a bird, he's not a plane and the colour of his underpants is red. Wrong, everyone who shouted out Maff Evans (the colour of his underpants *is* red but he is in fact a cleverly disguised World War II Messerschmidt plane, working for ZZAP! under cover), right everybody who called out Superman. As I've already said (and I'll say it again), the plot of this superhero extravaganza is being kept closely under wraps – which isn't something you could say about those underpants.



▲ **Open the comic and watch the strip come alive**







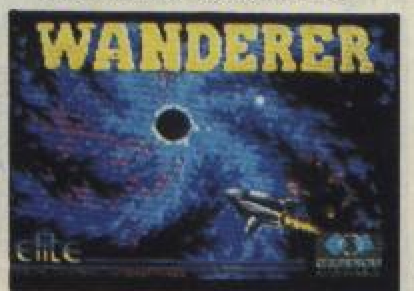
Elite

Phew! that's the underpants jokes over with for one month. Luckily two imminent releases from Elite have absolutely nothing to do with underpants (red or otherwise) or any item of lingerie (skimpy, lace or flannel) whatsoever. First to come plopping down the festive Christmas chimney (watch out, you guys with the electric fires) is *Wanderer*. This, apparently, is a 3D intergalactic trading game which involves a strong mix of strategy and arcade adventure. We don't know all that much about it yet but moles reveal that it's been designed especially for the thinking games player – which rules out Gordo anyway.

Supertrux, on the other hand, sounds just like Gordo's sort of game because it deals exclusively with trucks, trucking and Yorkie bars. Well actually, it doesn't deal directly with Yorkie bars but you get the picture. You don't . . . well never mind, I'll just have to try my jokes on somebody else then won't I . . . mumble, mumble, mumble . . . Anyway, *Supertrux* which is what we were talking about, if you remember, has you racing your truck against the clock and a whole hamperful of different courses in various parts of Europe. Following the disappointment of *Overlander*, let's hope it's good.



▲ So this is the big city – well, where else would you expect to find a tough fortune cookie like me?



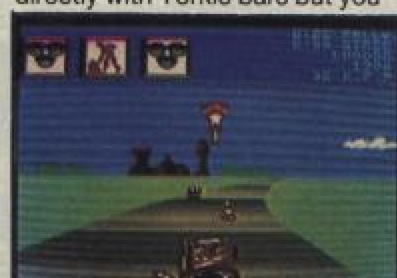


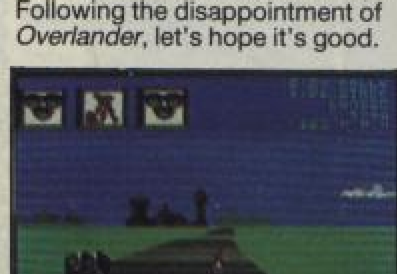


▲ More icons than you can shake a stick at – er . . . just don't ask us what they mean



▲ Drive the biggest machine on the road for a change – OK, now where's my Yorkie bar?





Firebird

Remember *Way Of The Exploding Fist*? Well, it's spawned a sequel which Firebird have imaginatively named *Exploding Fist+*. In one or two-player mode, you or you and a thoroughly vicious, warmongering friend get to grips with a whole series of nasty-looking opponents. To become a real Bruce Lee you'll have to get to grips with incredibly devastating moves like the roundhouse and the even more savage and bloodthirsty er . . . cartwheel. Impressed? You better be.

DM

Last, but oh ho ho ho most certainly not least, out of Santa's bag comes Domark's *Spitting Image*. No chickens or deckchairs here – just six happy-go-lucky, average boy-next-door sorta guys and gals who are challenging each other for the leadership of the world. Trouble is, there's going to be a war in seven years and chances are that someone's going to win. Not being able to look into the future, nobody knows who the ultimate winner will be – yet. Your mission, should you decide to accept it (and you'd better – it's the future of the world at stake, mate) is to destroy the credibility of *all* the leaders now, so not a single one of them can succeed.

This involves a totally silly and thoroughly disrespectful romp around the world singing songs about Renault 4s, making V-signs and generally throwing buckets of cold water over the ambitions of every leader that you see. Apparently, in the interests of anus-lovers everywhere, a few bums are thrown in as well. Can you wait?

Ha! well you'll just have to. In the meantime, keep on eating those mince pies, decimating dead turkeys, cramming cranberry sauce into your gob and helping mummy (or daddy – we're an equal opportunities mag, you know) with the washing up. Actually, the next Issue will be out in the middle of December – so you can forget everything we've said about Christmas in this one. Hur hur.

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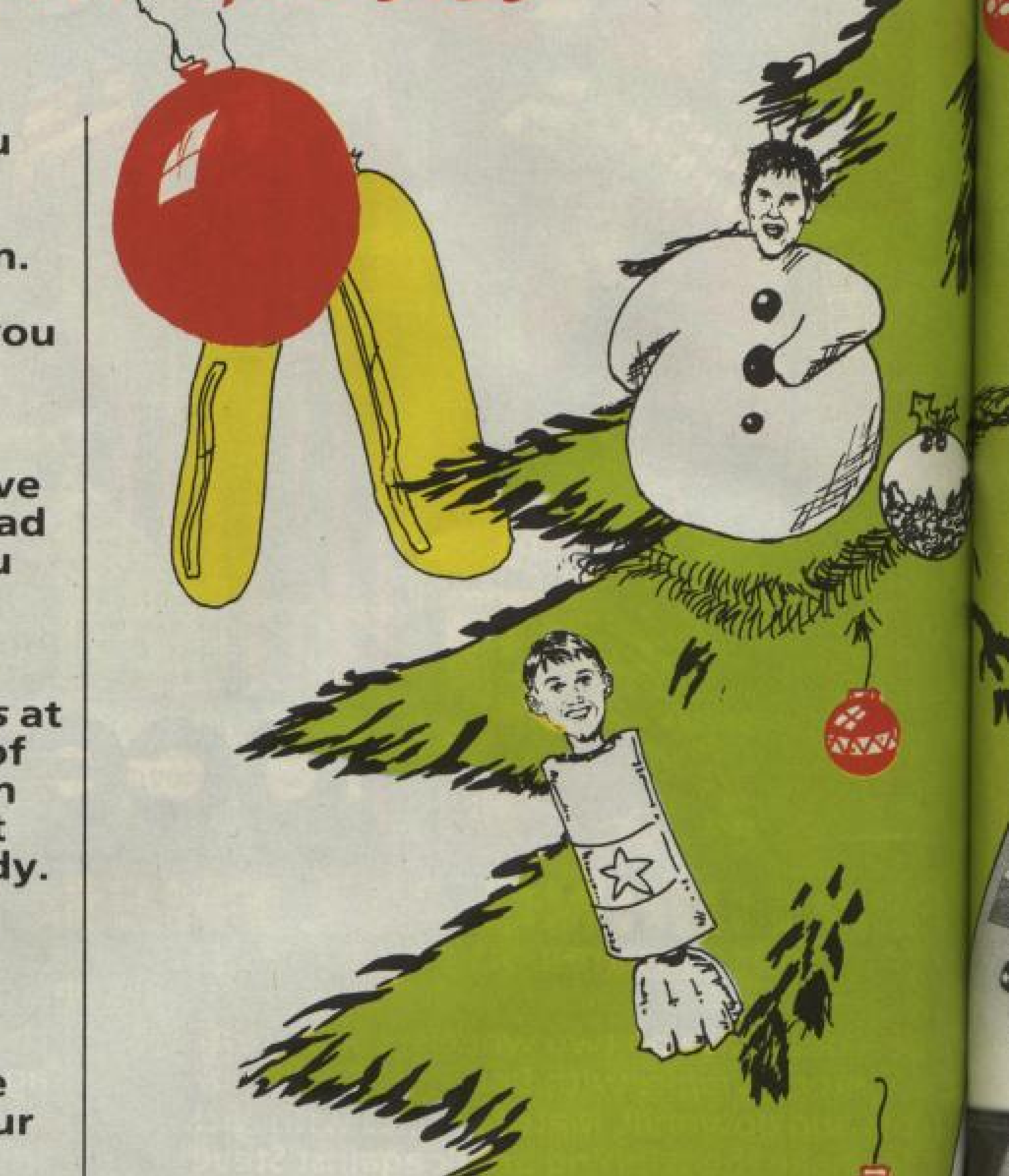
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Come on, own up! Who would you most like to spend your Christmas holidays with? Er . . . on second thoughts, let's forget that question. We'll try again:

Come on, own up! Who would you most like to receive a Christmas stocking from? Er . . . hang on a minute, that's still not right. *From whom* would you most like to receive a Christmas stocking? (We didn't read Ladybird books for nothing, you know.)

Well?

What do you mean, well what? Look, you've seen *White Christmas* at least 17 times, can't you pay a bit of attention to us for a change? Go on then! Oh, for Pete's sake, you can't have forgotten the question already.

FROM WHOM WOULD YOU MOST LIKE TO RECEIVE A CHRISTMAS STOCKING?

OK, OK, well apart from Santa, The Great Pumpkin, Mickey Mouse, your Dad and Cliff Richard . . .

Right! Martech, of course. (Thought we were never going to get there.) And what are they going to do about it?

Well, boys and girls, they're going to be extra specially nice and cute. Yep, Martech are going to tell every ZZAP! reader a secret – well, four secrets really. So here goes:

Pretty soon, when the nights have got even longer and those nasty winter chills really begin to set in, everyone will wrap up warm in mufflers and woolly socks and tramp along to their local software shop. And on those legendary (legendary?) shelves they'll find four gleaming, brand, spanking new Martech secrets . . . er, we mean products.

What are they? Well, there's *Rex*, an arcade adventure which has you frolicking through the caverns of an underground system as one thick-skinned, piggy-eyed mercenary with no friends called Gordon. Sorry, Rex. A life-time of saving milk-bottle tops,



egg boxes and double-sided sticky-tape has finally paid off and he's managed to make himself (at very little cost) a whole armoury of lasers, multiple spraying machine guns and Rex Smart Bombs. Good job, really, 'cos he's got to send a pretty big tower crumbling down.

Then there's *Shoot Out*, a wild west er . . . shoot out, *Hellfire Attack*, a roaring arcade sim of a Supercobra helicopter destroyer flying battle missions day and night, plus *Phantom Fighter* a fast and furious seek and destroy combat game with graphics so powerful that only the Amiga could cope with them – so we're told. Can you wait? Well, we're sorry, but you'll have to, OK?

Hang on, hang on, what has the Christmas stocking got to do with all of this? Erm . . . what *has* the Christmas stocking got to do with all of this, Gordo?

(A TEMPORARY PAUSE. MANIC WHISPERING IN THE BACKGROUND.)

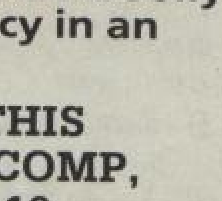
Oh yeah. Because Martech are the only people you really want to receive a Christmas stocking from, they're not only going to tell you four secrets, they're going to give you a stocking *as well*. Woo!

Inside the first prize stocking there'll be at least a Kodak 3000 disc camera, a bumper selection of games, books, T-shirts, boxer shorts, a pair of pyjamas(?) and some yummy, yummy chocs. 50 incredibly lucky runners up will get their sweaty paws on a choccy stocking (that's a stocking full of choccies, not a stocking made of chocolates – that *would* be stupid, wouldn't it?) and any previously released Martech game except for *Nigel Mansell's Grand Prix* (choose from *Mega Apocalypse*, *Slaine*, *Nemesis* and many more).

What do you have to do to get all this? Design us a pair of ZZAP! woolly winter socks, put your piccy in an envelope and send it to:

MAR, TECH A LOOK AT THIS CHRISTMAS STOCKING COMP, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB

And that's it really. Oh, except for the obligatory Christmas jingle.



Jingle bells, jingle bells, jingle all the way
Oh what fun it is to ride on a one horse open sleigh-ey

OK. You can carry on watching *White Christmas* now.



STAND BY FOR . . . ACTION!!

WE ARE ABOUT TO LAUNCH ISSUE 45!

SURFACING AT A NEWSAGENT NEAR YOU FOR 30 OF YOUR EARTH DAYS . . .

SHUCKS, TROY! *ANOTHER* CASSETTE ON THE COVER?!

Yup, Phones, I don't know how those ZZAP! Aquaphibians do it, but next month's ZZAP! will have a demo of a Mysteron, er, mystery arcade conversion (or possibly two – but that information is classified) which will be on the shelves in the very near future.



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ANYTHING ELSE, M'LADY?

ROBOCOPPING

With the game on its way from Ocean, we take an in-depth look at Paul Verhoeven's mega-movie and all things ROBOCOPpish. We'd buy that for a dollar! But then, we would wouldn't we, Brains?

THERE GOES 1988 . . .

Lloyd 90 is given a pair of spectacles programmed with all the knowledge held in the past year's ZZAP!s, and, pipe in hand, reminisces wistfully about the good old days when Fireball XL5 was still on. Well, not quite that far back . . .

COMPILOFAX – PART, THE SECOND

Compilation cassettes flow thick and fast through the ZZAP! letterbox, some of which are FAB, all of which get reviewed.

AND OF COURSE, COMMANDER STRAKER . . .

CHUCK VOMIT'S ADVENTURING BARFS, PG'S TENDER AND TASTY TIPS, REALLY RADICAL REVIEWS, PARTICULARLY PUNCHY PREVIEWS, COPIOUS CASEFULS OF COMPETITIONS AND AWESOME AMOUNTS OF ANNOYING ALLITERATION. Oh, but nothing much about Gerry Anderson, unfortunately.

THIS IS THE VOICE OF THE EDITOR. WE KNOW THAT YOU CAN HEAR US, READERS. THE NEXT ISSUE OF ZZAP! WILL BE LAUNCHED AT YOUR NEWSAGENTS ON THURSDAY, DECEMBER 8TH, CAUSING ANYONE WITHOUT £1.50 TO BE WRACKED BY INTOLERABLE SPASMS OF DESPAIR. DO NOT MISS OUT. WE, THE ZZAP! STAFF, HAVE SPOKEN!


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The road narrows — the space is tight — time to transform at the speed of light into the nuclear powered jet bike.
Take to the skies in an aerial extravaganza of race skills, daredevil pilotry, fearless road warring through nine totally distinct landscapes.
Screen shots from various formats
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